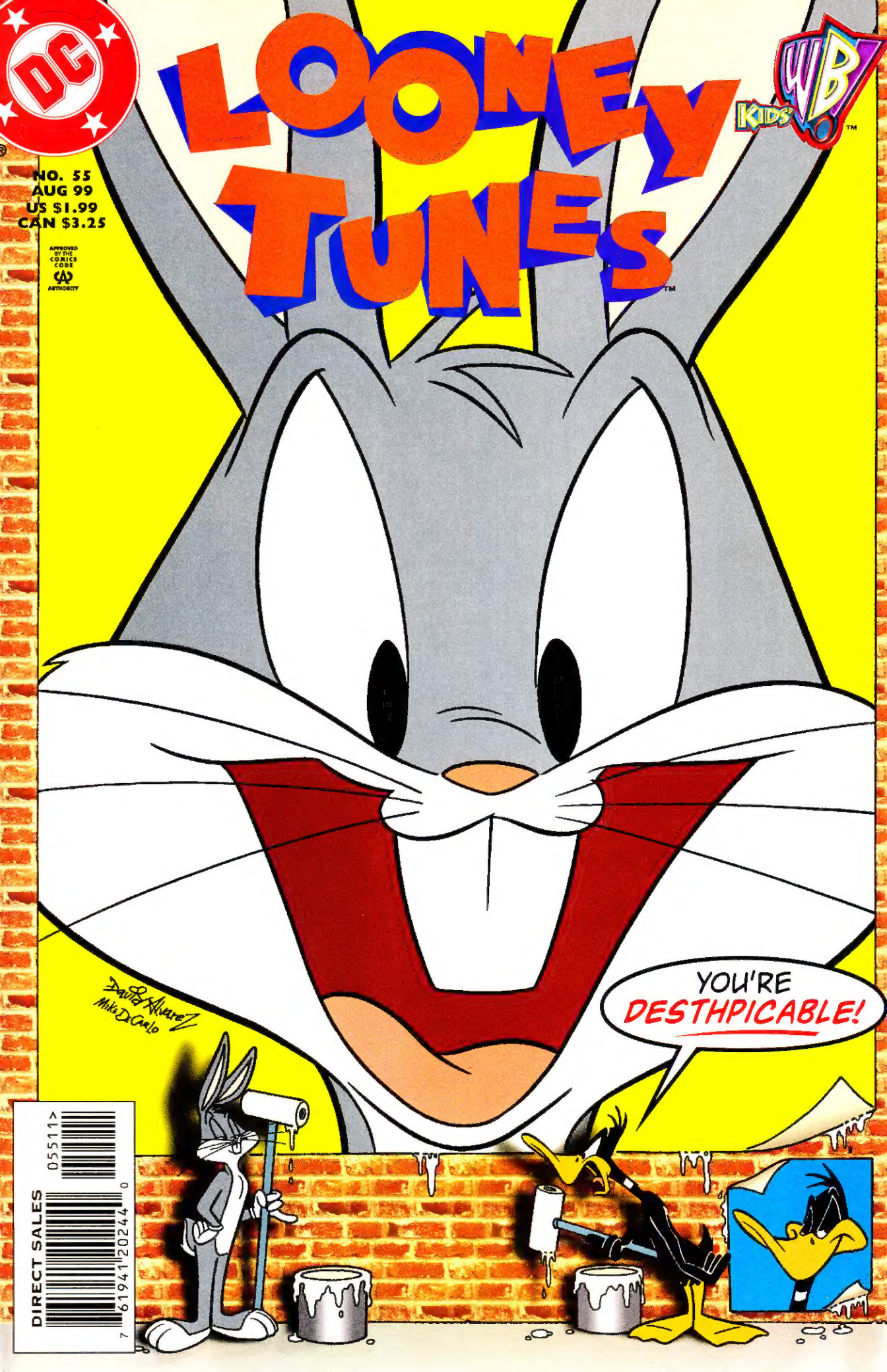
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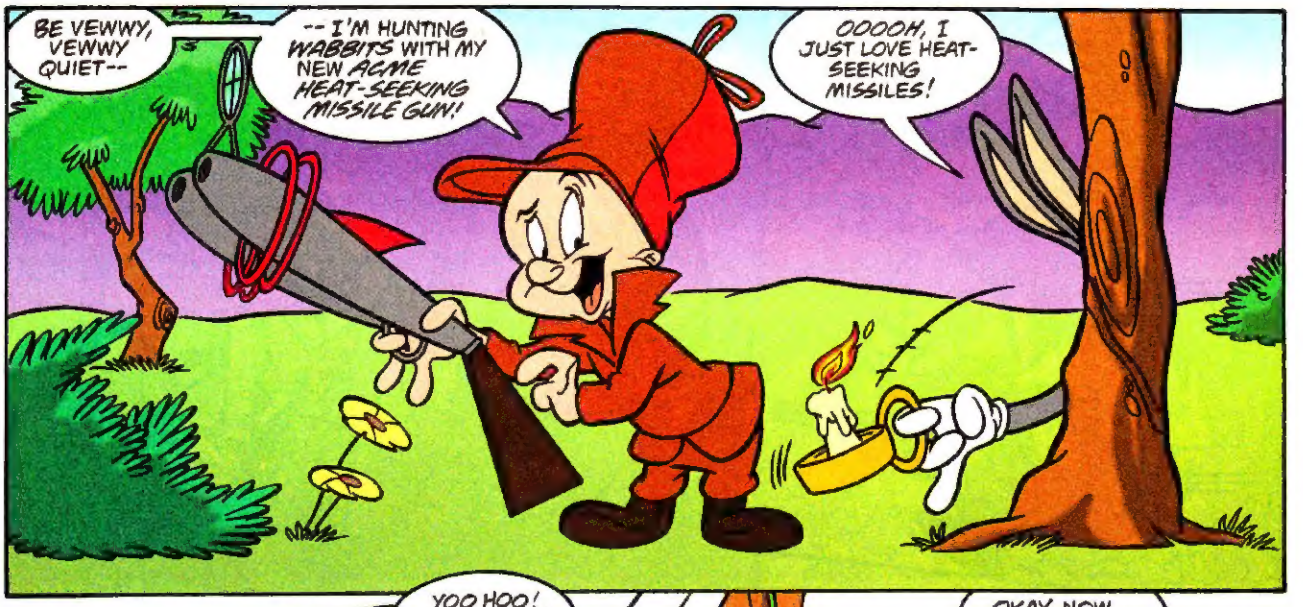
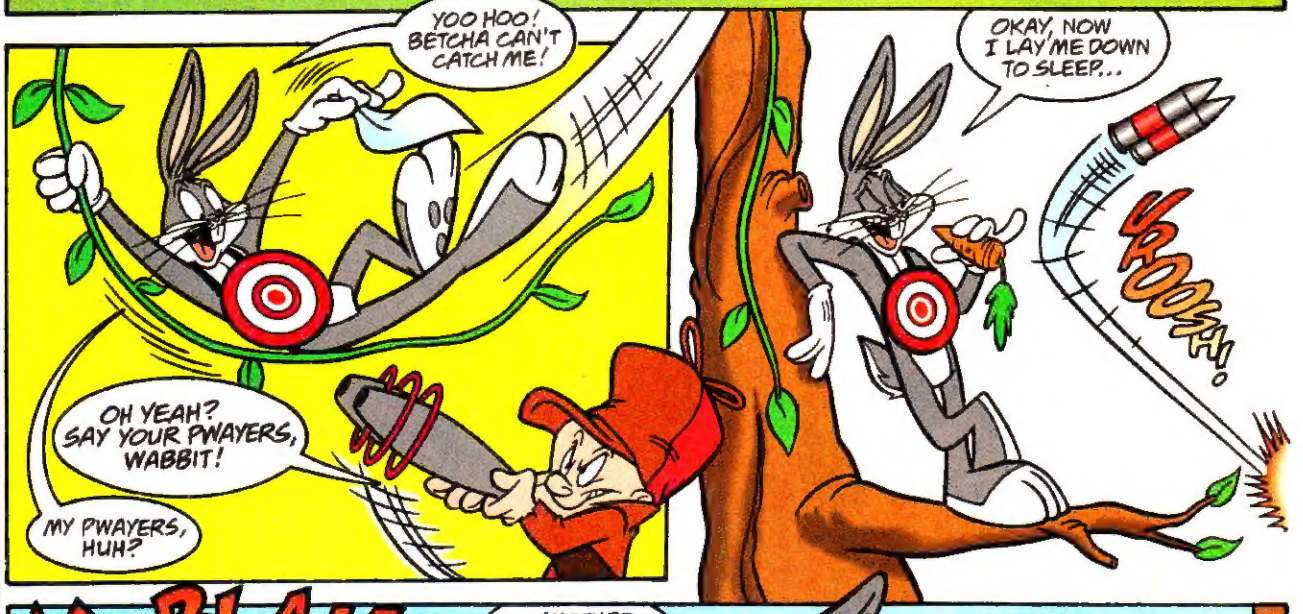
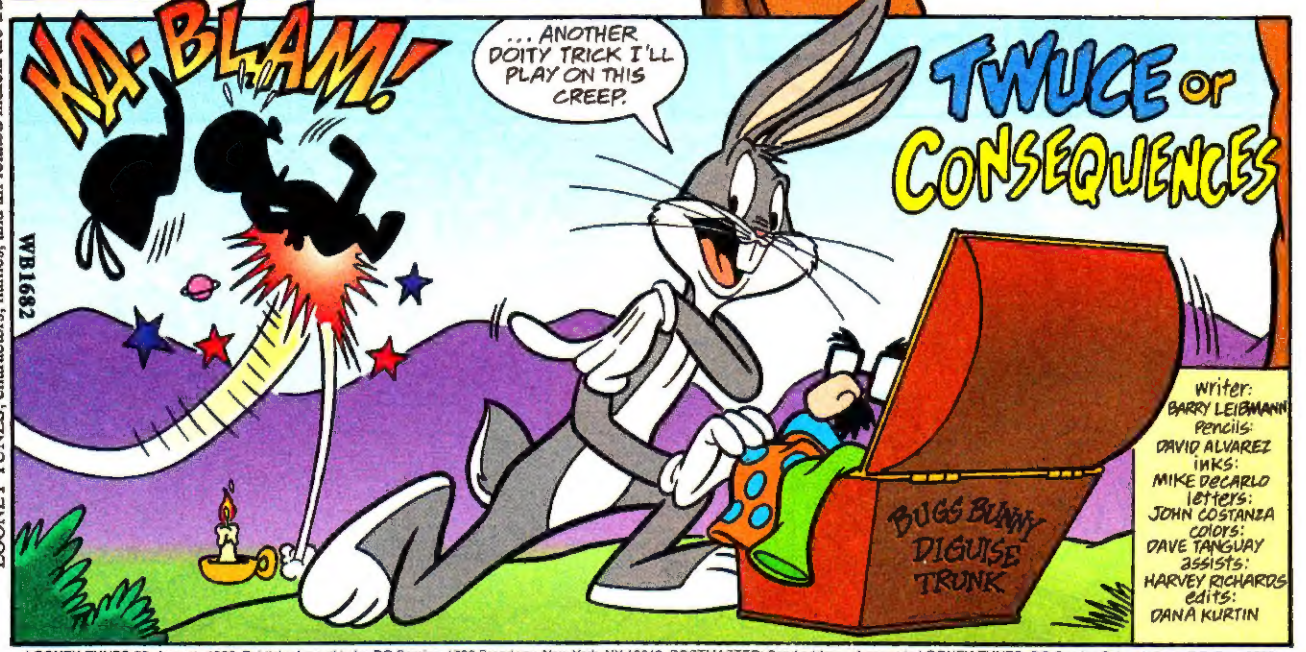

BE VEWWY, VEWWY QUIET--
-- I'M HUNTING WABBITS WITH MY NEW ACME HEAT-SEEKING MISSILE GUN!
OOOOH, I JUST LOVE HEAT-SEEKING MISSILES!





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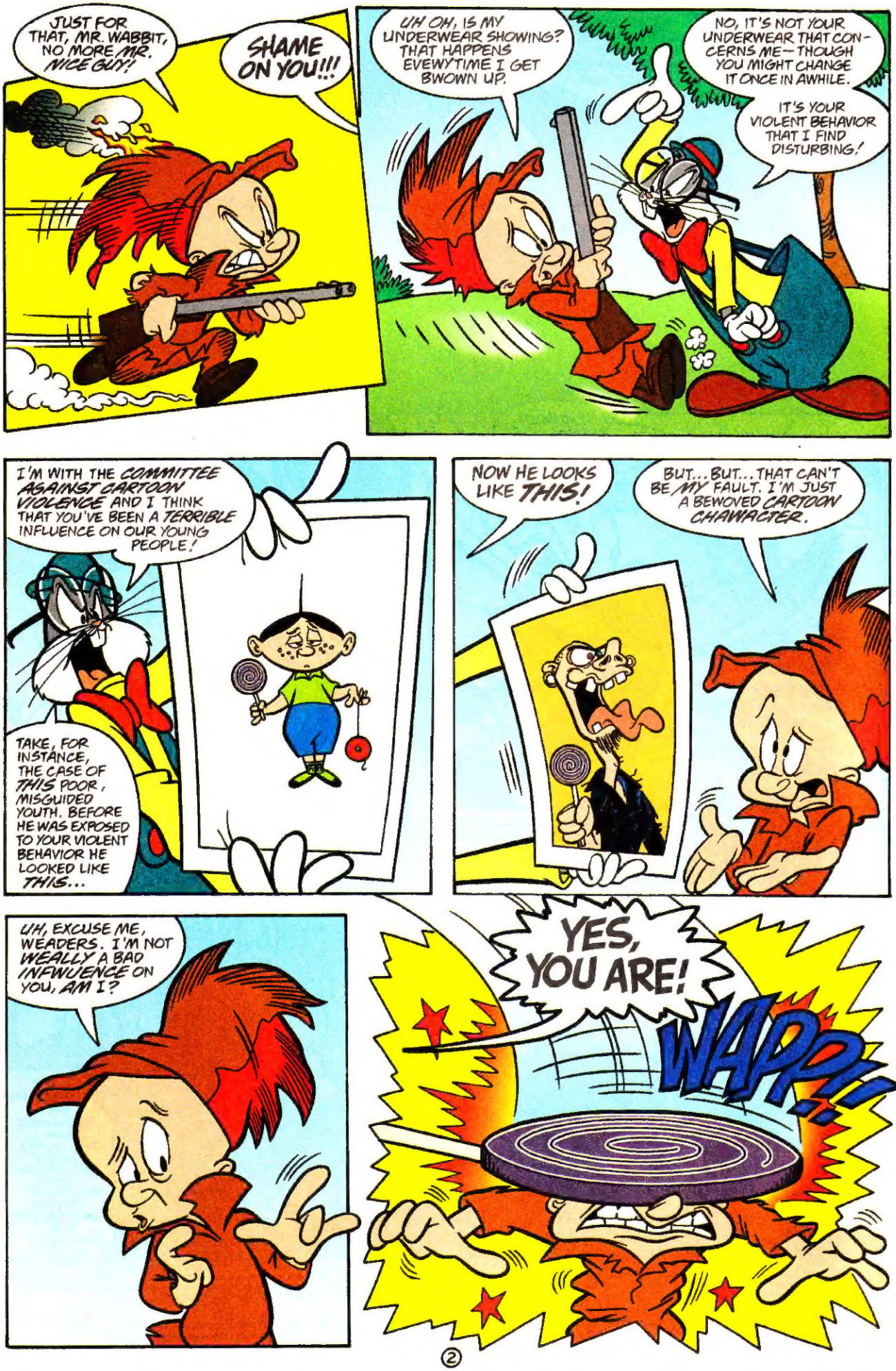
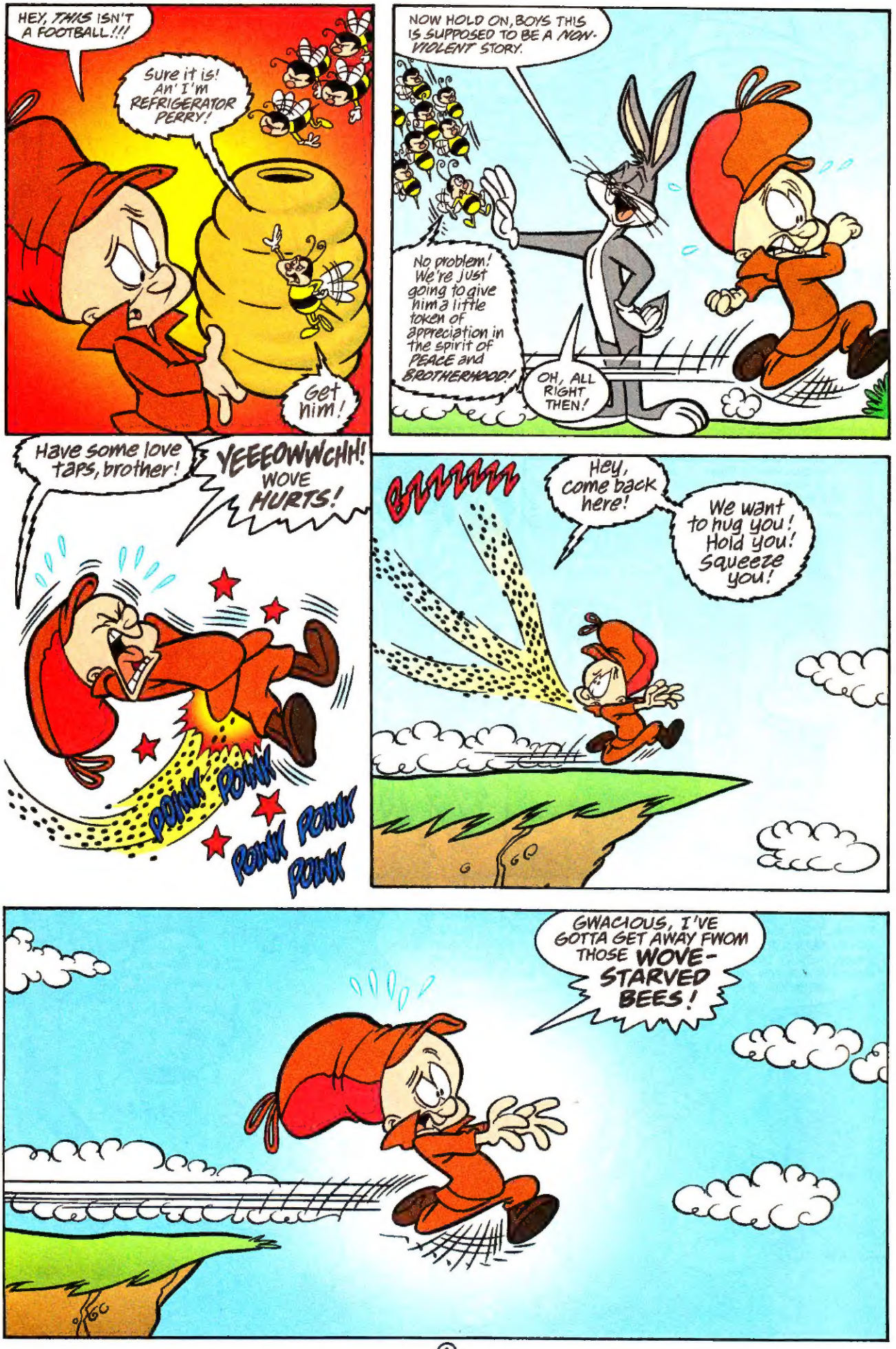

JUST FOR THAT, MR. WABBIT, NO MORE MR. NICE GUY!
SHAME ON YOU!!!
UH OH, IS MY UNDERWEAR SHOWING? THAT HAPPENS EVEWYTIME I GET BWOWN UP.
NO, IT'S NOT YOUR UNDERWEAR THAT CONCERNS ME—THOUGH YOU MIGHT CHANGE IT ONCE IN AWHILE.
IT'S YOUR VIOLENT BEHAVIOR THAT I FIND DISTURBING!
I'M WITH THE COMMITTEE AGAINST CARTOON VIOLENCE AND I THINK THAT YOU'VE BEEN A TERRIBLE INFLUENCE ON OUR YOUNG PEOPLE!
TAKE, FOR INSTANCE, THE CASE OF THIS POOR, MISGUIDED YOUTH. BEFORE HE WAS EXPOSED TO YOUR VIOLENT BEHAVIOR HE LOOKED LIKE THIS...
NOW HE LOOKS LIKE THIS!
BUT...BUT...THAT CAN'T BE MY FAULT. I'M JUST A BEWOVED CARTOON CHAWACTER.
UH, EXCUSE ME, WEADERS. I'M NOT WEALLY A BAD INFWUENCE ON YOU, AM I?
YES, YOU ARE!
WAPP!!

YOU'RE A BA-A-A-D MAN! A VEWY, VEWY BAD MAN! BEFORE YOU CAME AWONG I WAS A SWEET KID!
NOW I'M WANTED IN 25 STATES... AND I TALK WIKE BARBAWA WALTERS!
WAK WAK! WAK!
OWCH! OWCH! OOCH!... I...I CAN'T BEWIEVE PEOPLE THINK I'M A BAD WOLE MODEL.
BEWIEVE IT, DOC! AND HERE'S THE PROOF!
THE INTERNATIONAL LIAR
U.N. DECLARES ELMER FUDD A MENACE!
Fudd linked to war, crime, juvenile delinquency, and bad elevator music.
GOODNESS GWACIOUS. I DON'T WANT TO BE A PUBWIC MENACE. I WANT TO BE A GOOD WOLE MODEL.
THEN THROW AWAY THAT HUNTING OUTFIT AND GRAB A BOOK INSTEAD!
SHOW KIDS THAT'S IT'S BETTER TO READ THAN TO HUNT!
TAKE "THE OLD MAN AND THE SEA." IT'S A CLASSIC!
THE OLD MAN & THE SEA
SPLOOSH
WHOA! THAT "SEA" PART IS FWIGHTENINGLY STIMUWATING!
HMMM, THIS MUST BE ONE OF THOSE INTERACTIVE BOOKS.
WELL, DOC, IF LITERATURE AIN'T YOUR THING, THEN MAYBE YOU SHOULD TRY ATHLETICS! JUST GRAB THE FOOTBALL STUCK IN THAT TREE THERE AND YOU CAN BECOME A MUCH ADMIRED SPORTS STAR!
WHAT A GWEAT IDEA! SPORTS VIOLENCE ISN'T WIKE WEAL VIOLENCE -- IT'S GOOD FOR WITTLE KIDS!
BZZZZZ


HEY, THIS ISN'T A FOOTBALL!!!
Sure it is! An' I'm REFRIGERATOR PERRY!
Get him!
NOW HOLD ON, BOYS THIS IS SUPPOSED TO BE A NON-VIOLENT STORY.
No problem! We're just going to give him a little token of appreciation in the spirit of PEACE and BROTHERHOOD!
OH, ALL RIGHT THEN!
Have some love taps, brother!
YEEEOWWCHH! WOVE HURTS!
POINK POINK POINK POINK POINK
BZZZZZ
Hey, come back here!
We want to hug you! Hold you! Squeeze you!
GWACIOUS, I'VE GOTTA GET AWAY FWOM THOSE WOVE-STARVED BEES!

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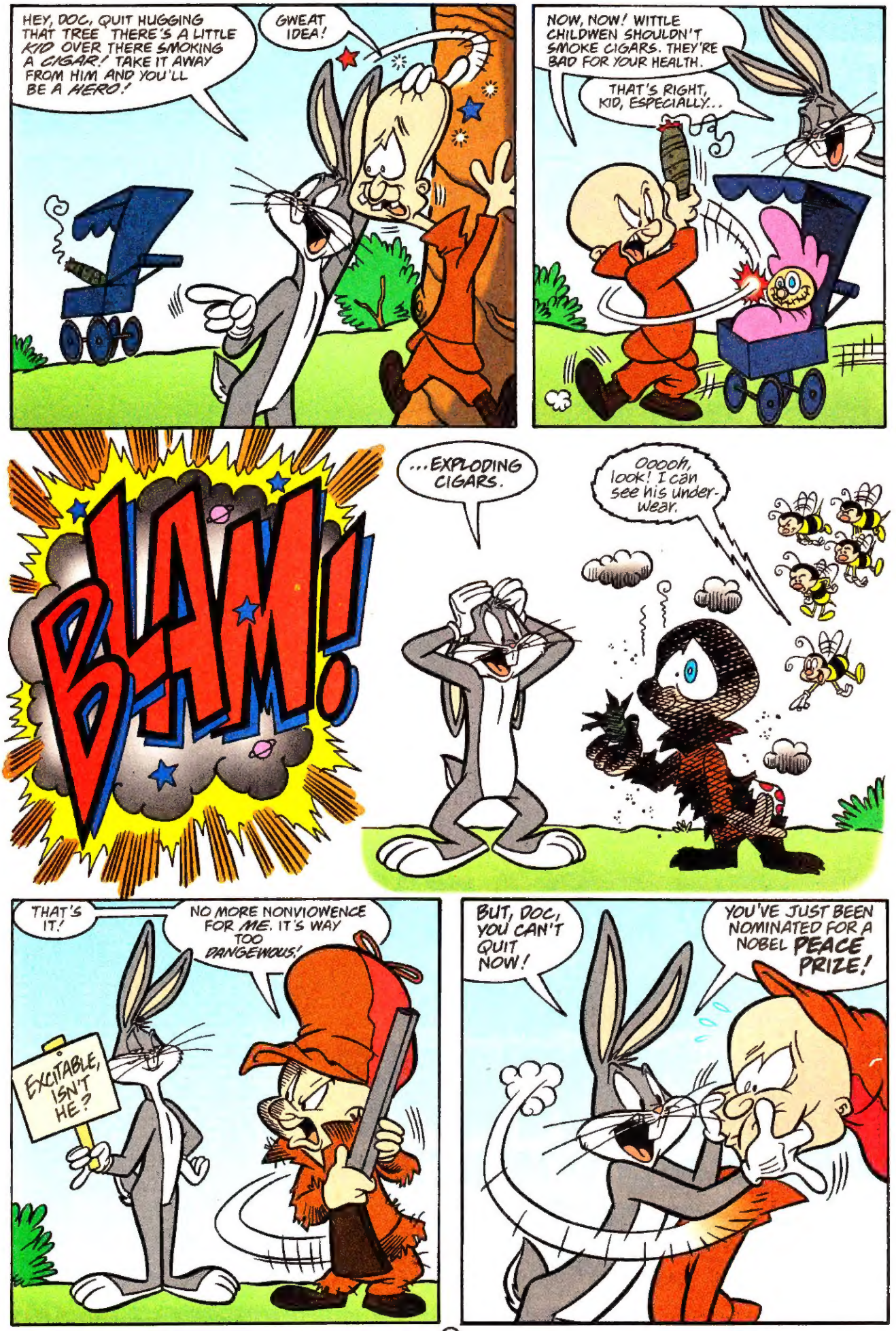
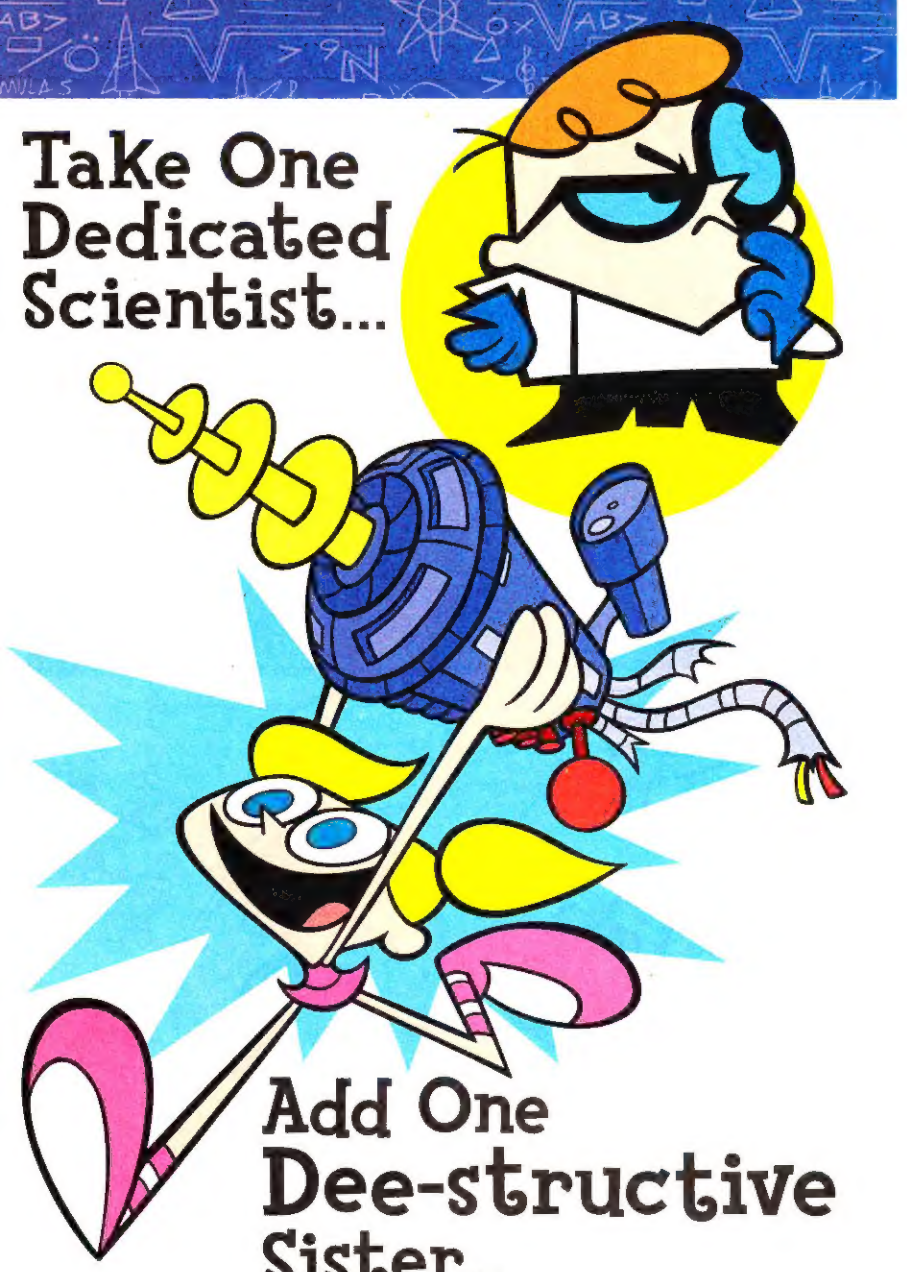
...!
PAT PAT PAT
UH...
YOU WEADERS WOULDN'T HAPPEN TO HAVE SOME GWAVITY I COULD BOWWOW, WOULD YOU?
I THOUGHT NOT!
SINCE I WANNA BE A GOOD ROLE MODEL TOO, I'LL HAVE TA SAVE THE LITTLE STINKER... THOUGH I'LL PROBABLY REGRET IT IN THE MORNING.
OOOOPS! I KNEW I SHOULD'VE HAD THAT MATTRESS FIXED.
KRAHHHH!!
BOING
SPROINNGGG!


HEY, DOC, QUIT HUGGING THAT TREE THERE'S A LITTLE KID OVER THERE SMOKING A CIGAR! TAKE IT AWAY FROM HIM AND YOU'LL BE A HERO!
GWEAT IDEA!
NOW, NOW! WITTLE CHILDWEN SHOULDN'T SMOKE CIGARS. THEY'RE BAD FOR YOUR HEALTH.
THAT'S RIGHT, KID, ESPECIALLY...
BLAM!
...EXPLODING CIGARS.
Ooooh, look! I can see his underwear.
THAT'S IT!
NO MORE NONVIOWENCE FOR ME. IT'S WAY TOO DANGEWOUS!
EXCITABLE, ISN'T HE?
BUT, DOC, YOU CAN'T QUIT NOW!
YOU'VE JUST BEEN NOMINATED FOR A NOBEL PEACE PRIZE!



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NABISCO OREO STACKING CONTEST

1. **NO PURCHASE NECESSARY.** Open only to legal residents of the 50 states in the United States and the District of Columbia, who are 12 years of age or younger at the time of entry. Employees of Nabisco Biscuit Company, Nabisco, Inc., The Walt Disney Co., participating retail stores, their respective affiliates, subsidiaries, and agencies, their immediate families, and members of the same household of such employees are not eligible to enter or win.

2. **ENTRY.** Between May 23, 1999 and August 15, 1999, compete in a "Local Contest" at a participating retail store selling Nabisco Oreo cookies. To compete, go to the specially designated "contest table," complete an official entry form and then build a stack of Oreo cookies under the supervision of the independent judging agency. One entry (that is, one opportunity to compete at a participating retail store) per person. Contestants will have 30 seconds to stack as many Oreo cookies as possible to build a self-standing, single tower. In constructing the tower, cookies must not be broken or tampered with in any way; and, contestants must stack cookies independently, without assistance of any kind. In the sole determination of the independent judging agency, the contestant who stacks the most cookies that remain standing for 3 seconds after the 30-second period ends qualifies as a Semifinalist.

3. **CONTEST STRUCTURE.** For all levels of the Contest, contestants will participate in two age groups (7 years of age or younger; 8 through 12 years of age) There will be 1 "Local Contest" per participating retail store. In each "Local Contest," 2 contestants will qualify as Semifinalists (1 per age group). For schedule information for "Local Contests," see your local participating retailer, call 1-800-ONLY-OREO or visit our website at WWW.OREO.COM. From all participating retail stores, Semifinalists' names/birthdates (and birth times) and the height of each Semifinalist's stack will be forwarded to another independent judging organization. On or about October 20, 1999, this independent judging organization will rank the Semifinalists, determining the 10 Semifinalists in each age group with the highest stacks; these 20 Semifinalists will qualify as Finalists, and will each receive a Finalist Prize in addition to the Semifinalist Prize. To determine the Grand Prize winners, Finalists will compete in the "National Stacking Finals" on or about November 9, 1999 in Orlando, Florida. In the sole determination of the independent judging agency supervising the "National Stacking Finals," the Finalist in each age group who creates the highest stack in the "National Stacking Finals" will win a Grand Prize (in addition to the Finalist Prize and the Semifinalist Prize).

4. **PRIZES.** Grand Prize (2, 1 per age group): U.S. Series EE Savings Bond worth $20,000 at maturity; a 1-year supply of Oreo cookies (52 packages); 3-day/2-night trip for 2 to Calgary, Alberta, Canada, on dates selected by Sponsor between December 1, 1999 and March 1, 2000 to appear in a walk-on role on Disney's "Honey, I Shrunk The Kids: The TV Show." Trip consists of roundtrip coach air transportation between major commercial airport nearest winner's residence and Calgary; ground transfers between Calgary airport and hotel; 2 nights' standard hotel accommodations (double occupancy). Approximate Retail Value–$14,100 each. Finalist Prize (20, 10 per age group): 3-day/2-night trip for 2 to Orlando, Florida (November 6, 1999 to November 9, 1999), where winner will participate in the "National Stacking Finals." Trip consists of roundtrip coach air transportation between major commercial airport nearest winner's residence and Orlando; ground transfers between Orlando airport and hotel; 2 nights' standard hotel accommodations (double occupancy); 2 DisneyQuest passes for 2 days, 2 Walt Disney World 5-day hopper passports, and $300 spending money. Approximate Retail Value–$2,522 each. Semifinalist Prize (approximately 30,000, but actual number is determined by number of participating retail stores; 1 winner per age group per store): Oreo Stacking Game. Approximate Retail Value–$6.95 each. For Grand/Finalist Prizes: (a) winner must be accompanied by parent/legal guardian on all prize travel; (b) winner and parent/legal guardian must travel together; (c) all unspecified expenses are winner's sole responsibility; (d) prize trip must be taken on indicated dates. For Grand Prize, if winner is unavailable on stated dates, prize will be forfeited; for Finalist Prize, if winner is unavailable on stated dates, prize will be forfeited, with an alternate Finalist selected. For Grand Prize, winner is solely responsible for obtaining any necessary travel documents; and, walk-on role is subject to availability and other restrictions. No prize transfer. No prize substitution or cash equivalent of prize except at sole discretion of Sponsor due to prize unavailability for any reason, and only then for prize of comparable value. Prizes may be awarded to parent/legal guardian on winner's behalf. All taxes on prizes are the sole responsibility of winners.

5. **CONDITIONS.** Void where prohibited by law. Subject to all applicable federal, state and local laws and regulations. All entries submitted become the sole property of Sponsor and will not be returned. Sponsor and its agencies are not responsible for incomplete, illegible, lost, misdirected, damaged, destroyed, delayed or late entries. Sponsor and its agencies are not responsible for submissions from participating retail stores that are late, lost, misdirected, damaged, destroyed, delayed, postage due, or contain errors. In the event of ties in determining Semifinalists/Finalists, the winner will be the youngest contestant as determined by time and date of birth. In the event of ties in the "National Stacking Finals," additional rounds of the stacking competition will be conducted until one winner is determined for each age group. Semifinalist winners will be announced at the conclusion of each "Local Contest," but no later than August 15, 1999. Semifinalist winners will be notified (with prizes awarded) at the retail store; if not present, winner will be notified by phone and must return to the store at a later time to collect the prize. Winners of Finalist Prizes will be notified by mail or phone no later than October 26, 1999. Grand Prize winners will be announced at the "National Stacking Finals" and will receive confirmation by mail. For Grand and Finalist Prizes, parents/legal guardians of winners will be required to execute before a Notary Public an affidavit of eligibility, liability release and a publicity release (where legal) on the winner's behalf, to be returned within 10 days of notification. Guests of Grand and Finalist Prize winners must execute and return a liability release and a publicity release (where legal), prior to issuance of travel documents. For Grand Prize, noncompliance with these requirements may result in prize forfeiture; for Finalist Prize, noncompliance may result in prize forfeiture, with an alternate Finalist selected. By participating, contestants agree to abide by these official rules and the decisions of all judges, which are final and binding in all respects. Sponsor is not responsible for misprints in promotional materials or errors in local stacking events. Sponsor reserves the right to cancel local stacking events or disqualify contestants in the event of noncompliance with these official rules. Where legal, acceptance of prize(s) constitutes permission of winner's parent/legal guardian to use winner's name, likeness and biographical information for advertising/publicity purposes, and any and all rights to said use, without further compensation. Parent/legal guardian of contestant agrees that Nabisco Biscuit Company, Nabisco, Inc., The Walt Disney Co., participating retail stores, and their respective subsidiaries, affiliates, and their respective employees, officers, directors and agencies will have no liability whatsoever for any injuries, losses or damages of any kind caused by contestant's participation in the contest, or resulting from contestant's acceptance, possession, use/misuse of prize(s).

6. **WINNERS LIST.** For a list of major prize winners, send a self-addressed stamped envelope before November 10, 1999 to: Att: Oreo Stacking Winner's List, Innova Marketing, 9401 73rd Avenue N. # 400, Brooklyn Park, MN 55428

Sponsored by Nabisco Biscuit Company
100 DeForest Avenue, East Hanover, NJ 07936-1911

Stack 'em high and you could snag $20,000, a trip to Orlando and a role on TV!

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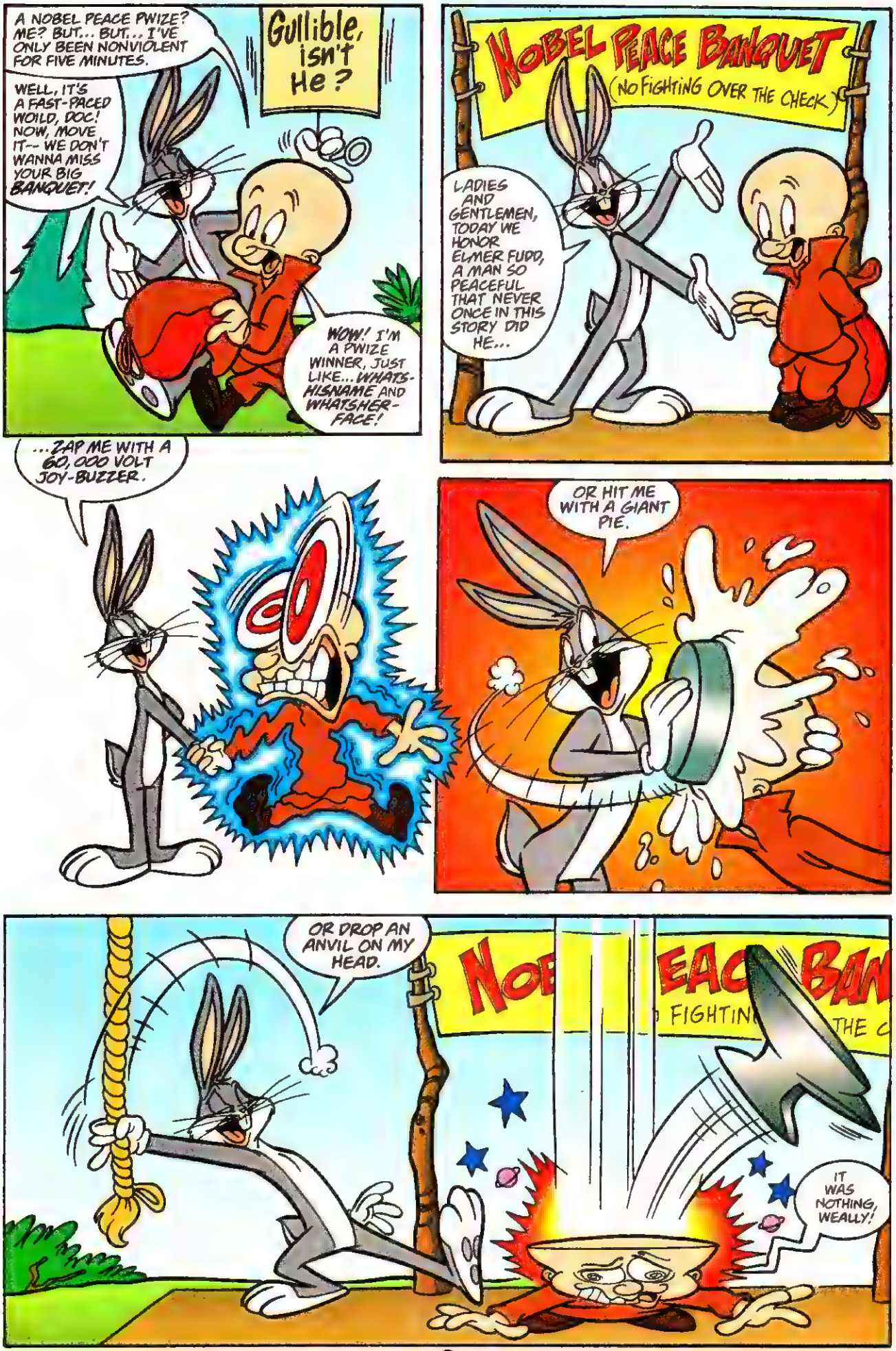
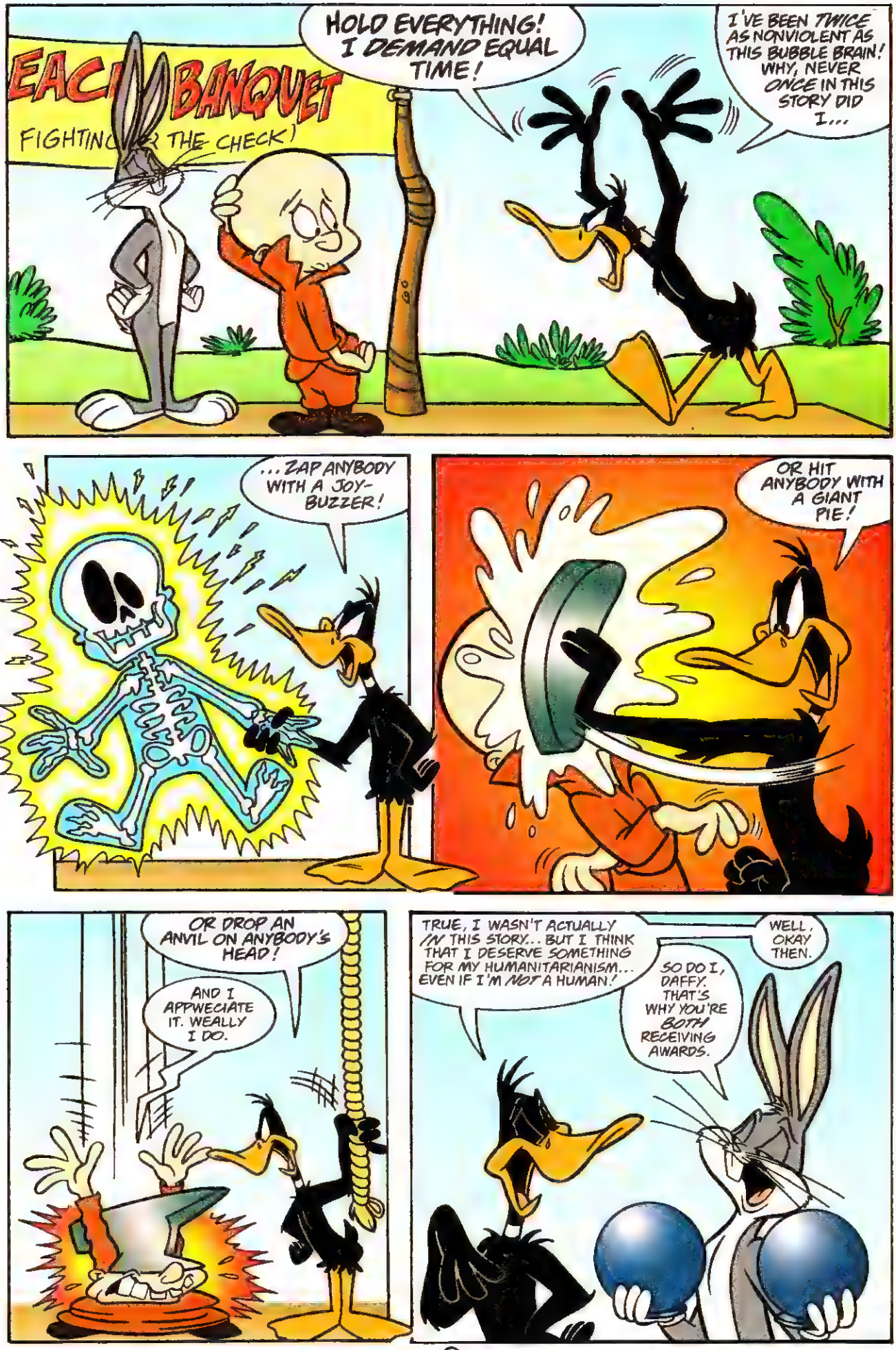
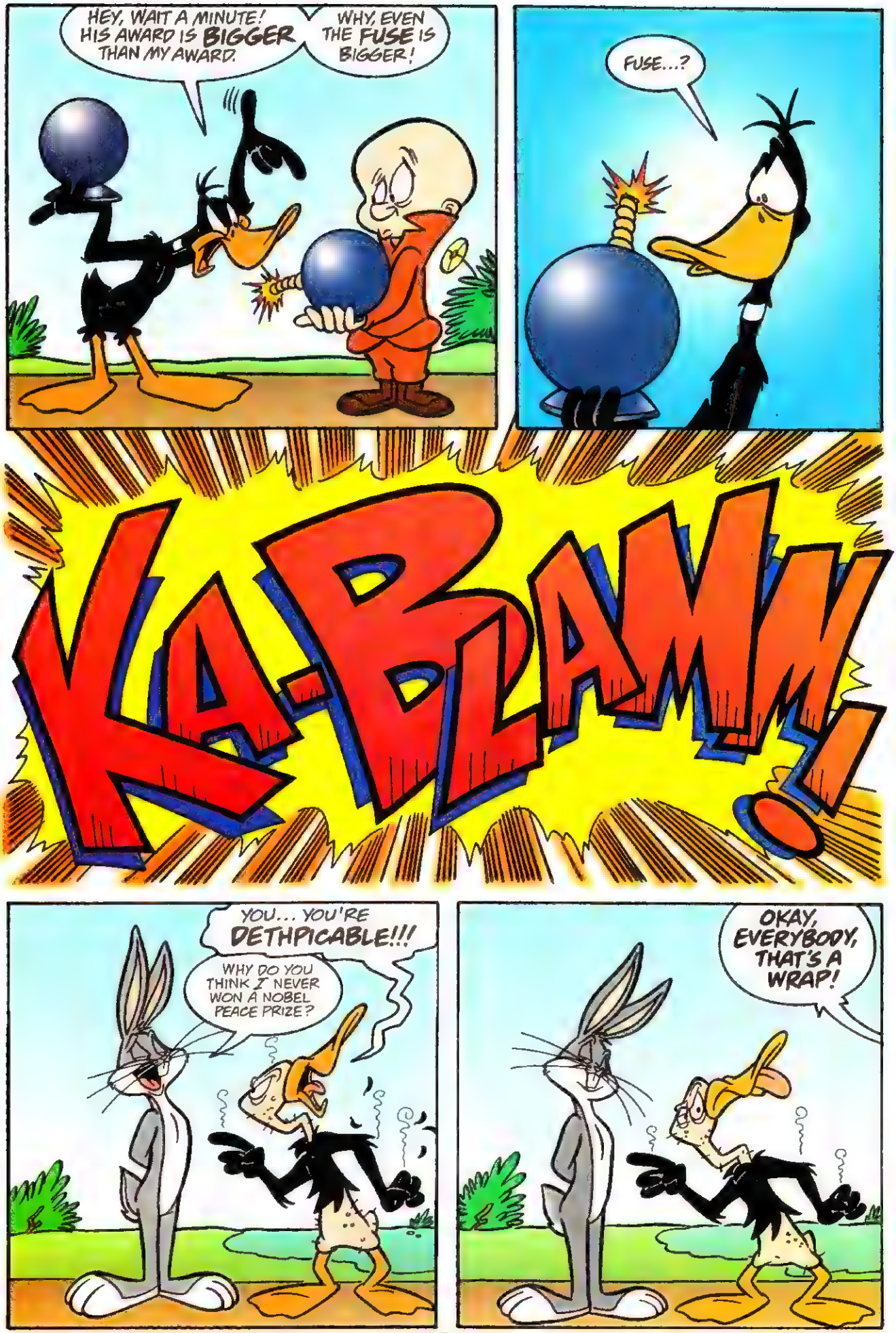
ONLY OREO® STACKING CONTEST '99

No purchase necessary. Open to legal U.S. residents 12 years old or younger at time of entry. Contest ends 8/15/99. See opposite page for a summary of official rules. ©1999 Nabisco, Inc.


A NOBEL PEACE PWIZE? ME? BUT... BUT... I'VE ONLY BEEN NONVIOLENT FOR FIVE MINUTES.
Gullible, isn't He?
WELL, IT'S A FAST-PACED WOILD, DOC! NOW, MOVE IT-- WE DON'T WANNA MISS YOUR BIG BANQUET!
WOW! I'M A PWIZE WINNER, JUST LIKE... WHATS-HISNAME AND WHATSHER-FACE!
NOBEL PEACE BANQUET
(NO FIGHTING OVER THE CHECK)
LADIES AND GENTLEMEN, TODAY WE HONOR ELMER FUDD, A MAN SO PEACEFUL THAT NEVER ONCE IN THIS STORY DID HE...
...ZAP ME WITH A 60,000 VOLT JOY-BUZZER.
OR HIT ME WITH A GIANT PIE.
OR DROP AN ANVIL ON MY HEAD.
IT WAS NOTHING, WEALLY!


BANQUET
FIGHTING FOR THE CHECK!
HOLD EVERYTHING! I DEMAND EQUAL TIME!
I'VE BEEN TWICE AS NONVIOLENT AS THIS BUBBLE BRAIN! WHY, NEVER ONCE IN THIS STORY DID I...
...ZAP ANYBODY WITH A JOY-BUZZER!
OR HIT ANYBODY WITH A GIANT PIE!
OR DROP AN ANVIL ON ANYBODY'S HEAD!
AND I APPWECIATE IT. WEALLY I DO.
TRUE, I WASN'T ACTUALLY IN THIS STORY... BUT I THINK THAT I DESERVE SOMETHING FOR MY HUMANITARIANISM... EVEN IF I'M NOT A HUMAN!
SO DO I, DAFFY. THAT'S WHY YOU'RE BOTH RECEIVING AWARDS.
WELL, OKAY THEN.


HEY, WAIT A MINUTE! HIS AWARD IS BIGGER THAN MY AWARD.
WHY, EVEN THE FUSE IS BIGGER!
FUSE...?
KA-BLAM!
YOU... YOU'RE DETHPICABLE!!!
WHY DO YOU THINK I NEVER WON A NOBEL PEACE PRIZE?
OKAY, EVERYBODY, THAT'S A WRAP!

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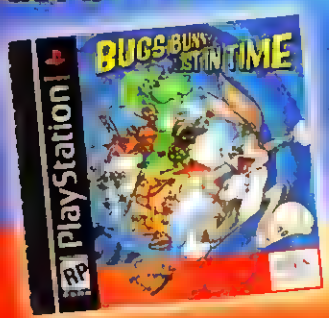
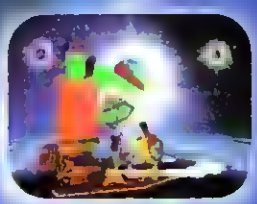
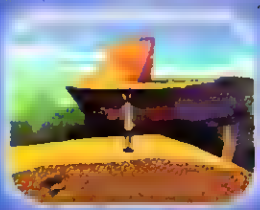
Hop into the







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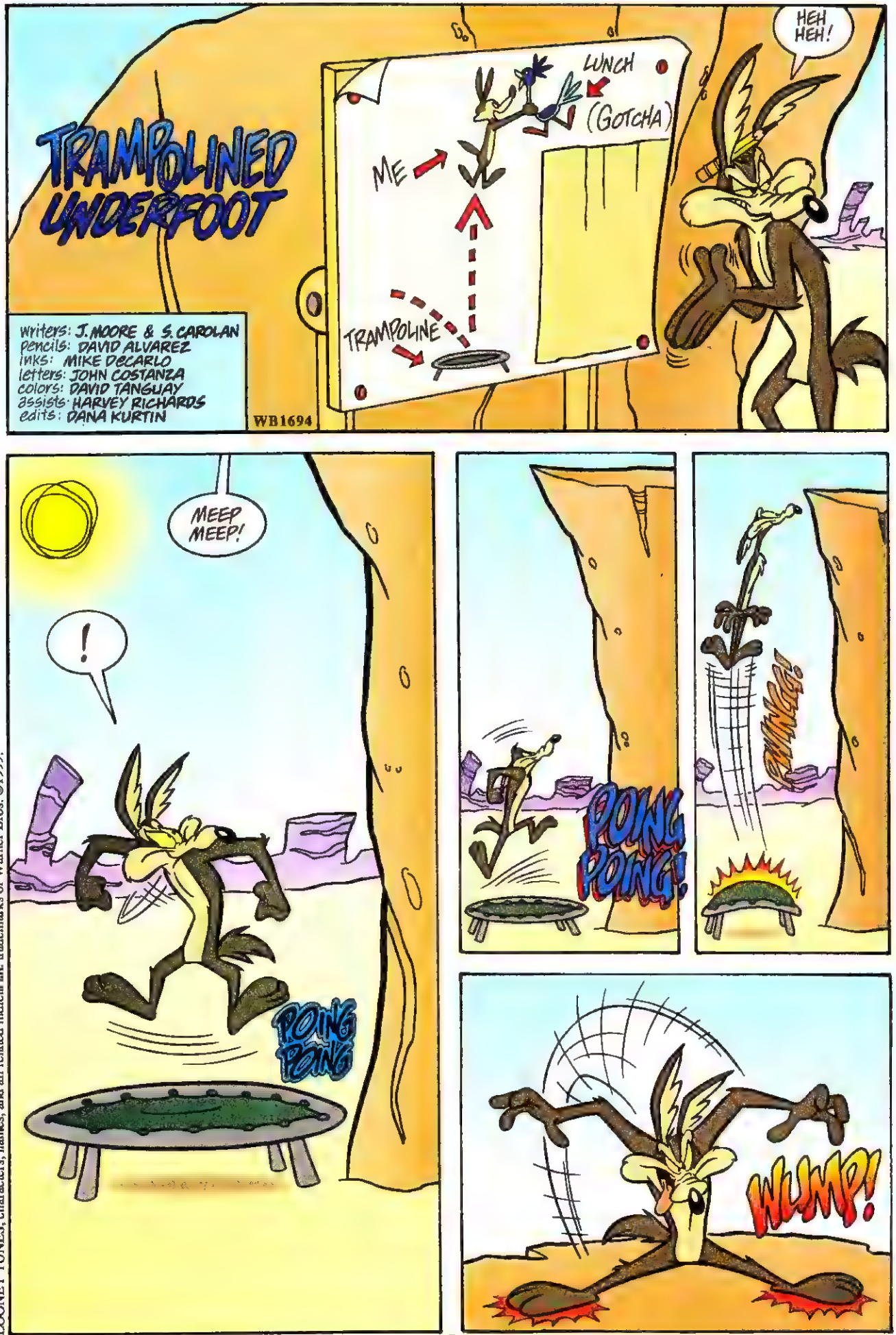
GWEAT JOB, DAFFY.
THANKS, ELMER. BUT, IN THE FUTURE, TRY NOT TO BLOCK MY PROFILE.
HEY, EVERYBODY, GUESS WHAT? WE'VE JUST WON AN AWARD!
THE COMMITTEE AGAINST CARTOON VIOLENCE LOVED OUR STORY!
BUT OUR STORY WAS FILLED WITH WITH WALL-TO-WALL VIOLENCE FROM BEGINNING TO END.'
THAT'S WIGHT. MY MEDICAL INSU-WANCE WAS CANCELLED THWEE TIMES SINCE THE OPENING CWEDITS.
EHH, GO FIGURE! HERE, TAKE THIS AWARD.
WHAT KIND OF SCREWBALL WOULD GIVE US AN AWARD?
WELL, SEE FOR YOURSELF. THEY'RE RIGHT HERE.
THIS IS THE COMMITTEE AGAINST CARTOON VIOLENCE?
YEAH.' THEY'RE AGAINST IT IF THEY'RE NOT IN IT!
UH, DOES ANYBODY HAVE A TUB OF WATER HANDY? I THINK THIS AWARD IS TICKING.
TICK TICK TICK
THAT'S ALL FOLKS!



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AND A BIG CHEER FOR OUR HERO AS HE ATTEMPTS THE RECORD-BREAKING CANYON JUMP!
MEEP MEEP!
!
YAY DAREDEVIL!
WHOOOSH!
BAM!
FWOOOOOM!
POP!
RUNK!
MEEP MEEP!
THAT'S ALL FOLKS

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NesQuik
IT'S GREAT, EVEN IF
YOUR BRAIN
IS THE SIZE OF A WALNUT.
You're 65 million years old and you still don't know your multiplication tables?
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Chocolate
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Date to Resume Delivery

Customer Signature

Official Use Only

Date Received

Clerk

Lot Number

Carrier

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If option A is selected please fill out below:

Note to Carrier: All undelivered mail has been picked up.

Date to Resume Delivery of Mail

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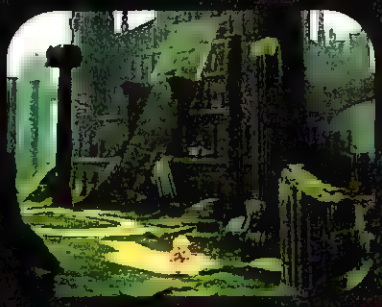
COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Everybody you meet, every step and every decision you make will shape your destiny. And the fate of a planet.



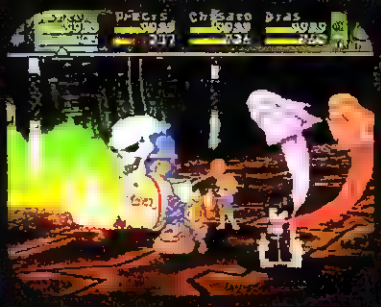
In short, the evil gods are poised to destroy every living creature with a massive meteorite that heads straight for the planet. Ferocious monsters threaten at every turn. Deadly magic lurks in the shadows. And to raise the stakes even higher, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions will determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

And there's no easy way out. Tools and skills do not just appear along the way. You must create items from raw materials. And to do that you have to master difficult skills like alchemy, cooking, song-writing, or say, metalwork.



There are countless ways to get through this game, and over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

Star Ocean THE SECOND STORY

ENIX

PlayStation

WWW.PLAYSTATION.COM

EVERYONE E CONTENT RATED BY ESRB

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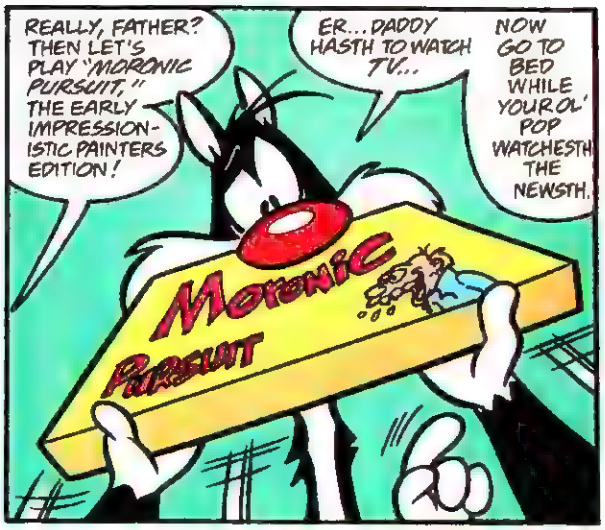
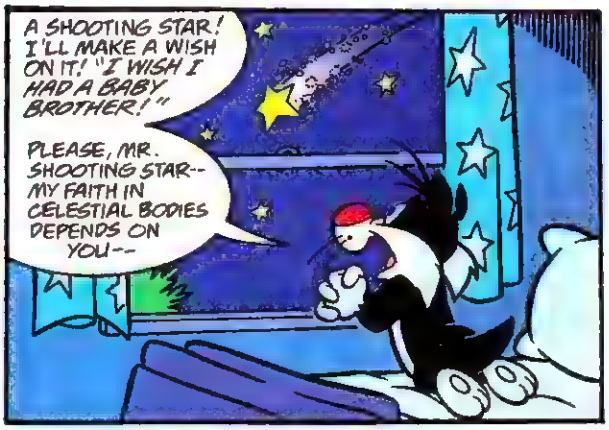
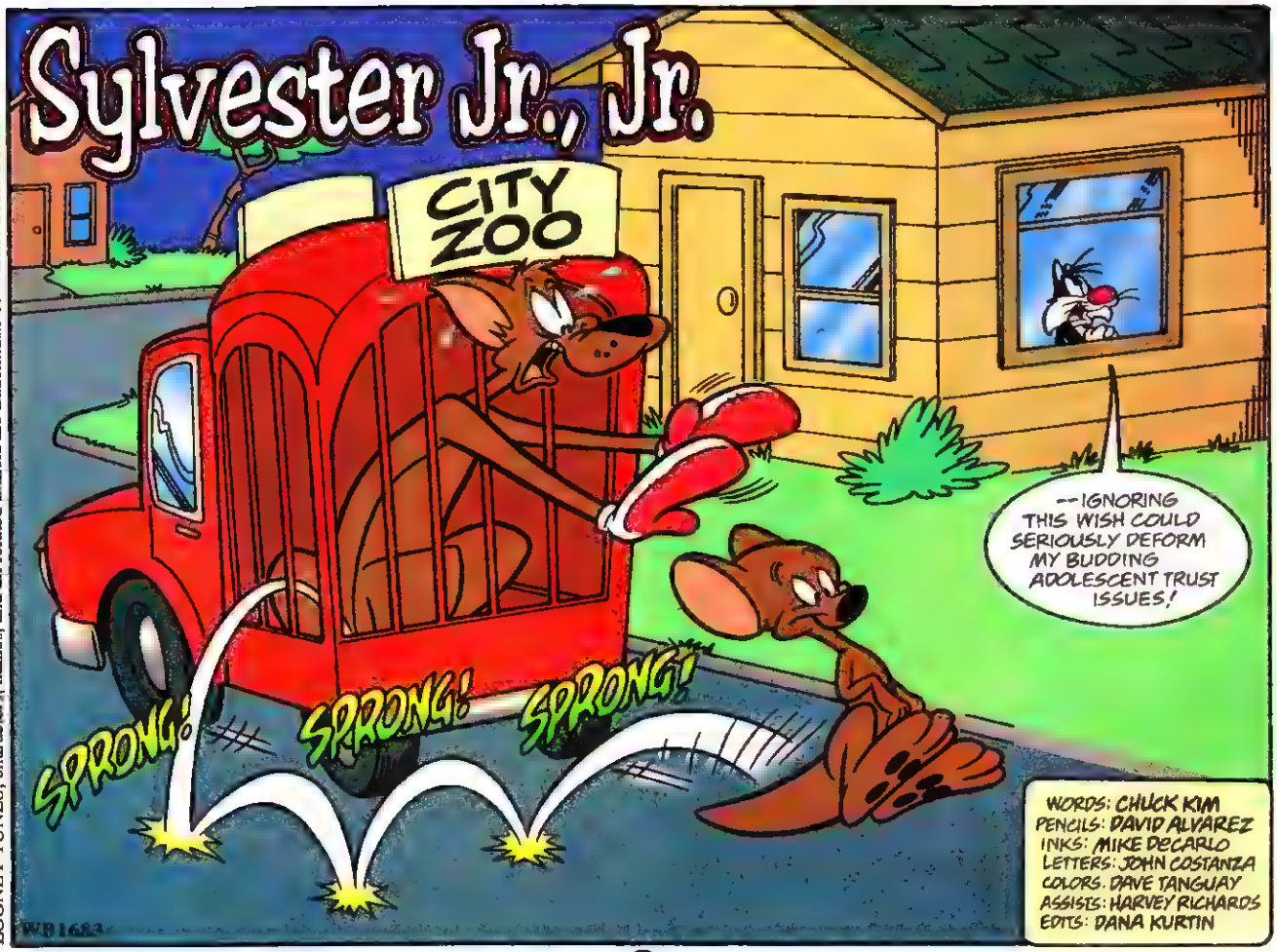
Send us the greatest *Eggo*™ creation and we'll send you to Florida with $10,000.

Enter the Extra Eggstraordinary *Eggo* Waffles Contest. Now that *Eggo*® has more waffles in every box, people are creating new ways to eat them. We'd like to see yours. Send us a description (may include a photo or drawing on a 3" x 5" card) of your favorite creation and you could win a trip for four to Orlando plus $10,000. There are tons of other prizes too. So rev up your toaster. You could pop up a winner.

Kellogg's Eggo waffles


REALLY, FATHER? THEN LET'S PLAY "MORONIC PURSUIT," THE EARLY IMPRESSIONISTIC PAINTERS EDITION!
ER... DADDY HASTH TO WATCH TV...
NOW GO TO BED WHILE YOUR OL' POP WATCHESTH THE NEWSTH.
MORONIC PURSUIT


A SHOOTING STAR! I'LL MAKE A WISH ON IT! "I WISH I HAD A BABY BROTHER!"
PLEASE, MR. SHOOTING STAR-- MY FAITH IN CELESTIAL BODIES DEPENDS ON YOU--



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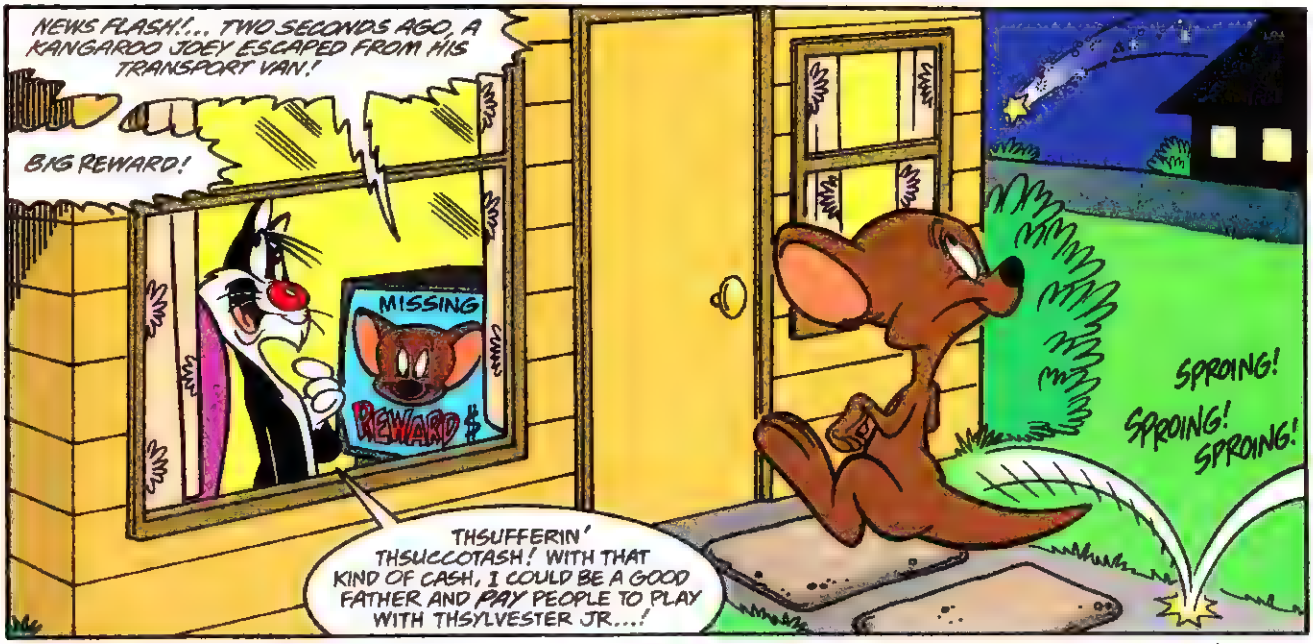
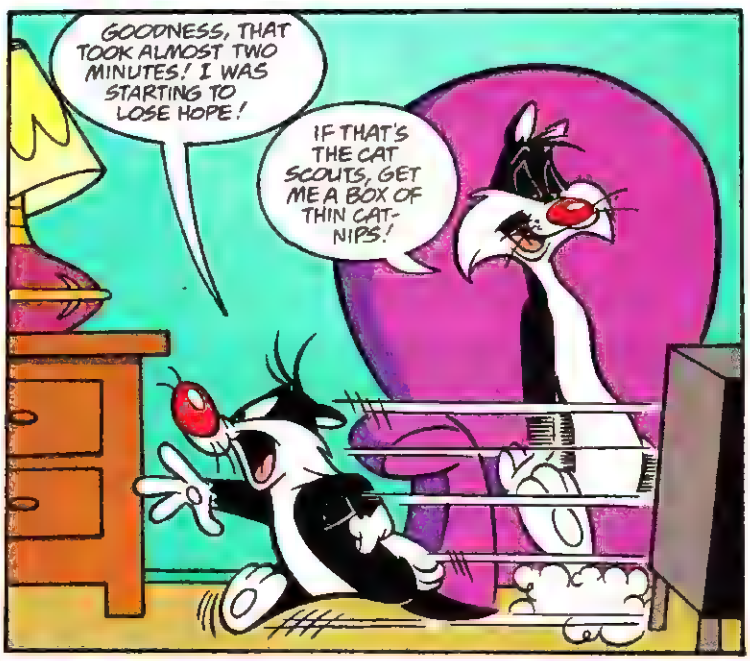
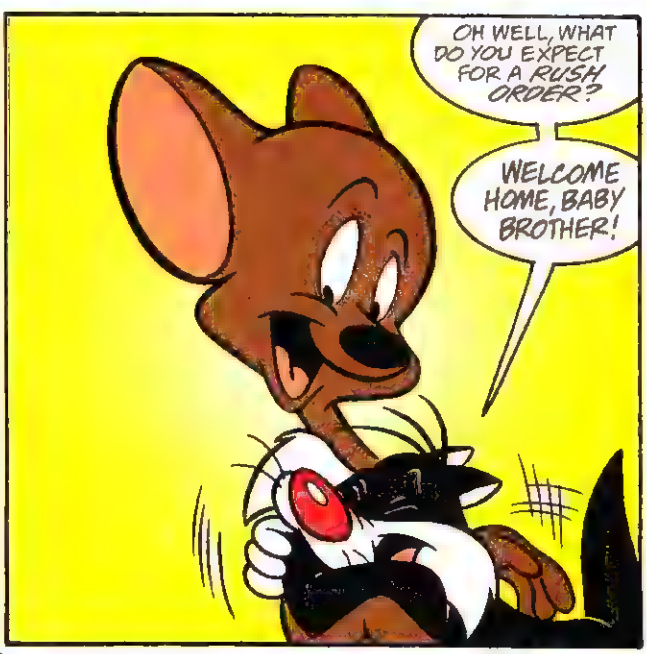

NEWS FLASH!... TWO SECONDS AGO, A KANGAROO JOEY ESCAPED FROM HIS TRANSPORT VAN!
BIG REWARD!
MISSING
REWARD $
SPROING!
SPROING!
SPROING!
THSUFFERIN' THSUCCOTASH! WITH THAT KIND OF CASH, I COULD BE A GOOD FATHER AND PAY PEOPLE TO PLAY WITH THSYLVESTER JR....!

CRASH!


GOODNESS, THAT TOOK ALMOST TWO MINUTES! I WAS STARTING TO LOSE HOPE!
IF THAT'S THE CAT SCOUTS, GET ME A BOX OF THIN CAT-NIPS!

GEE...
HE'S AWFULLY BIG FOR A LITTLE BROTHER...


OH WELL, WHAT DO YOU EXPECT FOR A RUSH ORDER?
WELCOME HOME, BABY BROTHER!

LEAD...FOLLOW...OR GET OUT OF THE WAY!

3MUSKETEERS®

All pumped up for non-stop action!

C INTENDED FOR COOL AUDIENCES

IT'S HUGE. STARRING FLUFFY, PUMPED-UP CHOCOLATE.

NOTHING CAN STAND IN YOUR WAY™ WITH...

3Musketeers

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HE'D LIKE TO HAVE A FEW WORDS WITH YOU.

UNLOCK THE FORCE

YOUR ACTION FIGURES TALK WITH THE POWER OF COMMTECH!

Each new *Star Wars* figure comes with a cool COMMTECH chip that holds multiple quotes from the movie. Just scan the chip across the electronic COMMTECH Reader and listen as your favorite *Star Wars* characters come to life at your command!

STAR WARS EPISODE I

IT'S YOUR UNIVERSE

ELECTRONIC COMMTECH READER

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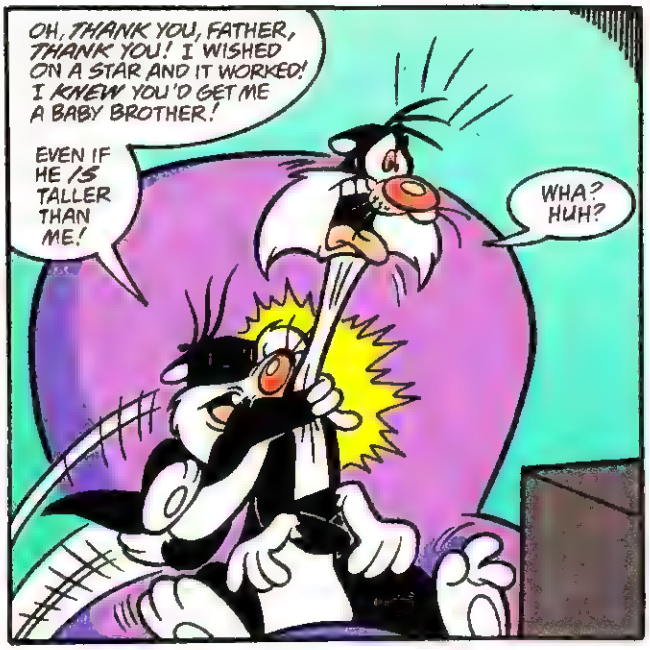
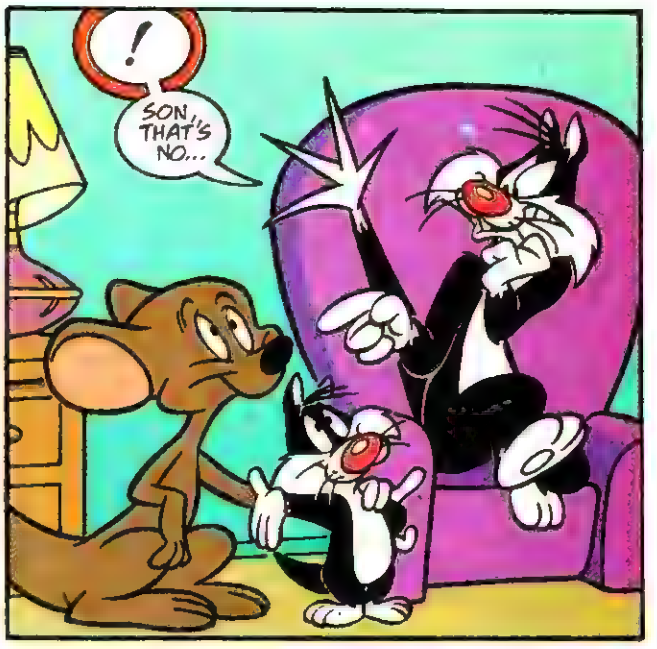
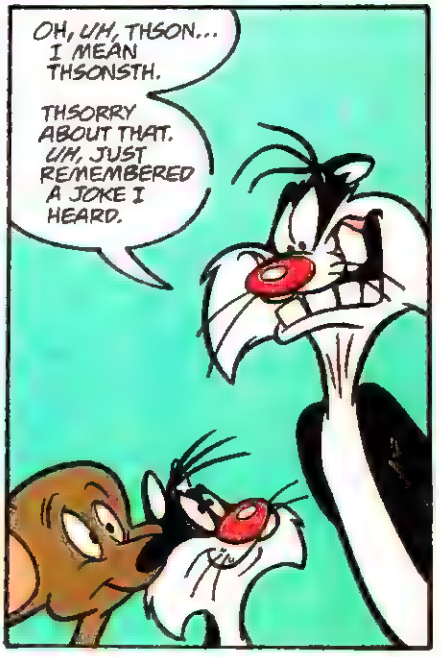

OH, THANK YOU, FATHER, THANK YOU! I WISHED ON A STAR AND IT WORKED! I KNEW YOU'D GET ME A BABY BROTHER!
EVEN IF HE IS TALLER THAN ME!
WHA? HUH?


!
SON, THAT'S NO...

CHA-CHING!
...NO PROBLEM.
Heh heh heh heh heh heh...

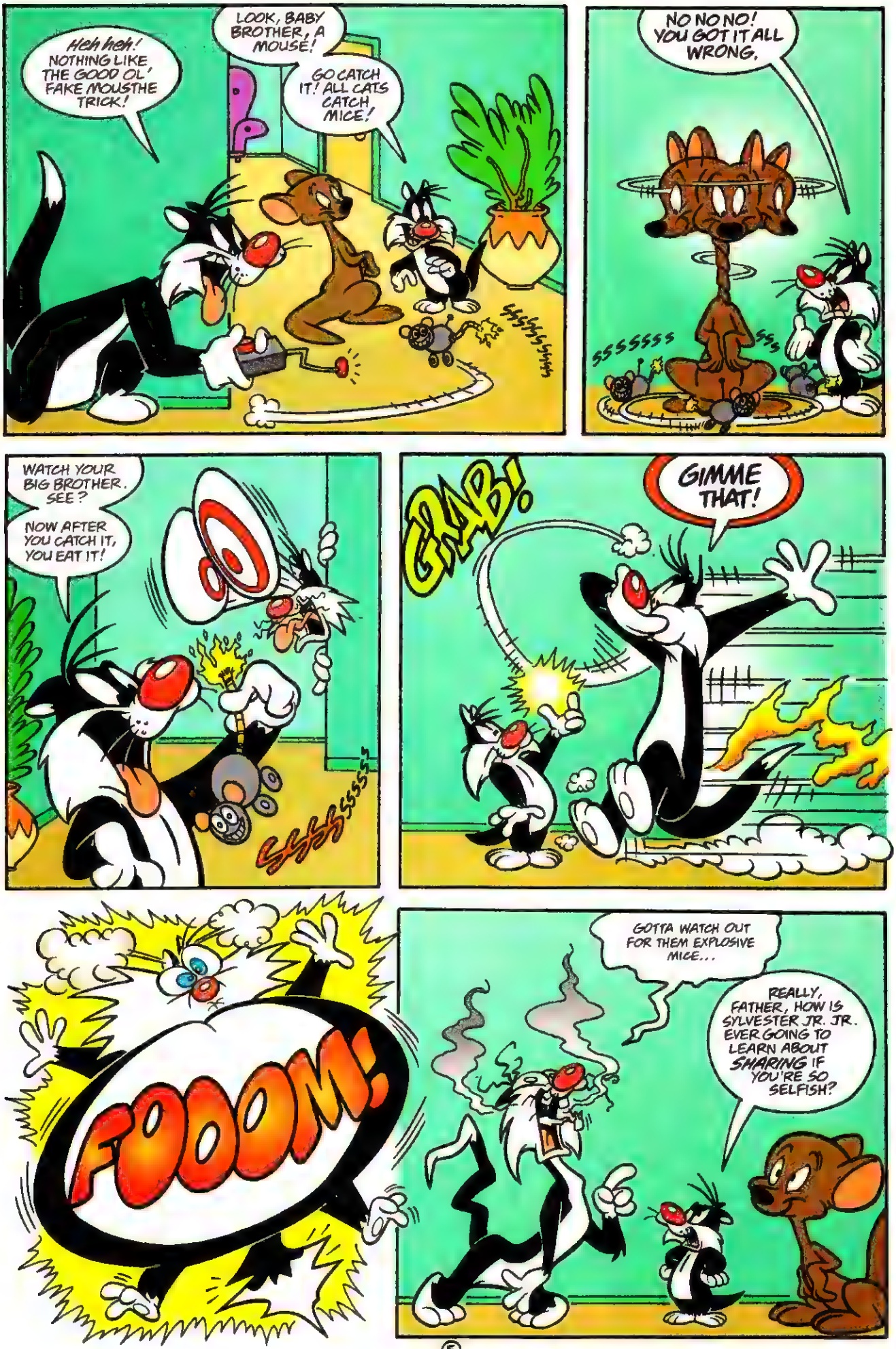
...heh...


OH, UH, THSON... I MEAN THSONSTH.
THSORRY ABOUT THAT. UH, JUST REMEMBERED A JOKE I HEARD.

YOU TWO RUN ALONG NOW, DADDY'S GOT TO THSCHEME... I MEAN RELAX.

Whew!
GOTTA REMEMBER NOT TO PLOT FIENDISHLY IN FRONT OF THSYLVESTER JR.

NOW, THSYLVESTER JR. JR, LISTEN TO YOUR BROTHER! PAY NO ATTENTION TO ME!
LESSEE, CAGE SHOULD BE...
I'M GOING TO SHOW YOU HOW TO BE A CAT!
LESSON ONE IS--HOW TO SWIPE!
THAT'STH GOOD, THSON! KEEP DISTHTRACTING HIM--I MEAN, PUT YOUR BACK INTO IT!
MEOWRR! PFFT!
GOOD SON, GOOD! KEEP IT GOING...
PHEW! THAT'S HARD WORK! NOW YOU TRY IT, BABY BROTHER!
OOF!
WHAM!
SYLVESTER JR. JR, YOU SHOULD SWIPE WITH YOUR CLAWS, NOT WITH YOUR FISTS.
BUT GREAT EFFORT! NOW YOU SIX COME BACK WHEN DADDY'S RESTED.


Heh heh! NOTHING LIKE THE GOOD OL' FAKE MOUSTHE TRICK!
LOOK, BABY BROTHER, A MOUSE!
GO CATCH IT! ALL CATS CATCH MICE!
SSSSSSSSS
NO NO NO! YOU GOT IT ALL WRONG.
SSSSSSS
SSS
WATCH YOUR BIG BROTHER. SEE?
NOW AFTER YOU CATCH IT, YOU EAT IT!
SSSSSS
GRAB!
GIMME THAT!
FOOOM!
GOTTA WATCH OUT FOR THEM EXPLOSIVE MICE...
REALLY, FATHER, HOW IS SYLVESTER JR. JR. EVER GOING TO LEARN ABOUT SHARING IF YOU'RE SO SELFISH?

YOU'RE TERRIFIC, JR., JR.! NOT A TERRIFIC KITTEN, MIND YOU--BUT TERRIFIC ANYWAY!
NOW FATHER WILL SHOW US HOW TO CATCH A BIRD!
C'MON AND FALL DOWN, YOU STUPID NET--I MEAN, NESTHT!
NOW, FATHER, REMEMBER YOUR BLOOD PRESSURE...
WHAM!
OH, FAT-THER--THAT'S NOT HOW YOU CATCH A BIRD!
THSURE IT IS, THSON! NOW YOU THSTAY RIGHT THERE UNDER THAT NET, JR. JR.!
YOU DON'T WANT TO GET HIT BY ANY FALLING--
--BIROSTH...
WUMP!
THIS IS THE WALK OF CHILD SHAME, JR. JR. YOU'LL GET USED TO IT.
HUH, HOWDY THERE, HYUH HYUH HYUH!

Prepare for the Ride of a Lifetime on Nintendo®64!

ACTIVISION®

Jump, fly, slide and navigate Flik through immense bug-infested levels.

Search for power-ups, tokens and objects to use in the "Living World."

Are You Bug Enough?

As hopeful hero Flik, you're the colony's last chance against the seed-grubbing grasshoppers. Run, fly, kick, squish, and slide through 15 levels of 3-D animated gameplay. Out-maneuver 13 types of enemies, including The Bird and her deadly beak. Then, throw your weight around with tough antics like the Berry Attack and the Butt-Bounce. Because on this ride, you'll need more than just high hopes.

Disney • PIXAR

a bug's life

It's the Adventure of a Bug's Lifetime.

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NINTENDO 64

Disney Interactive

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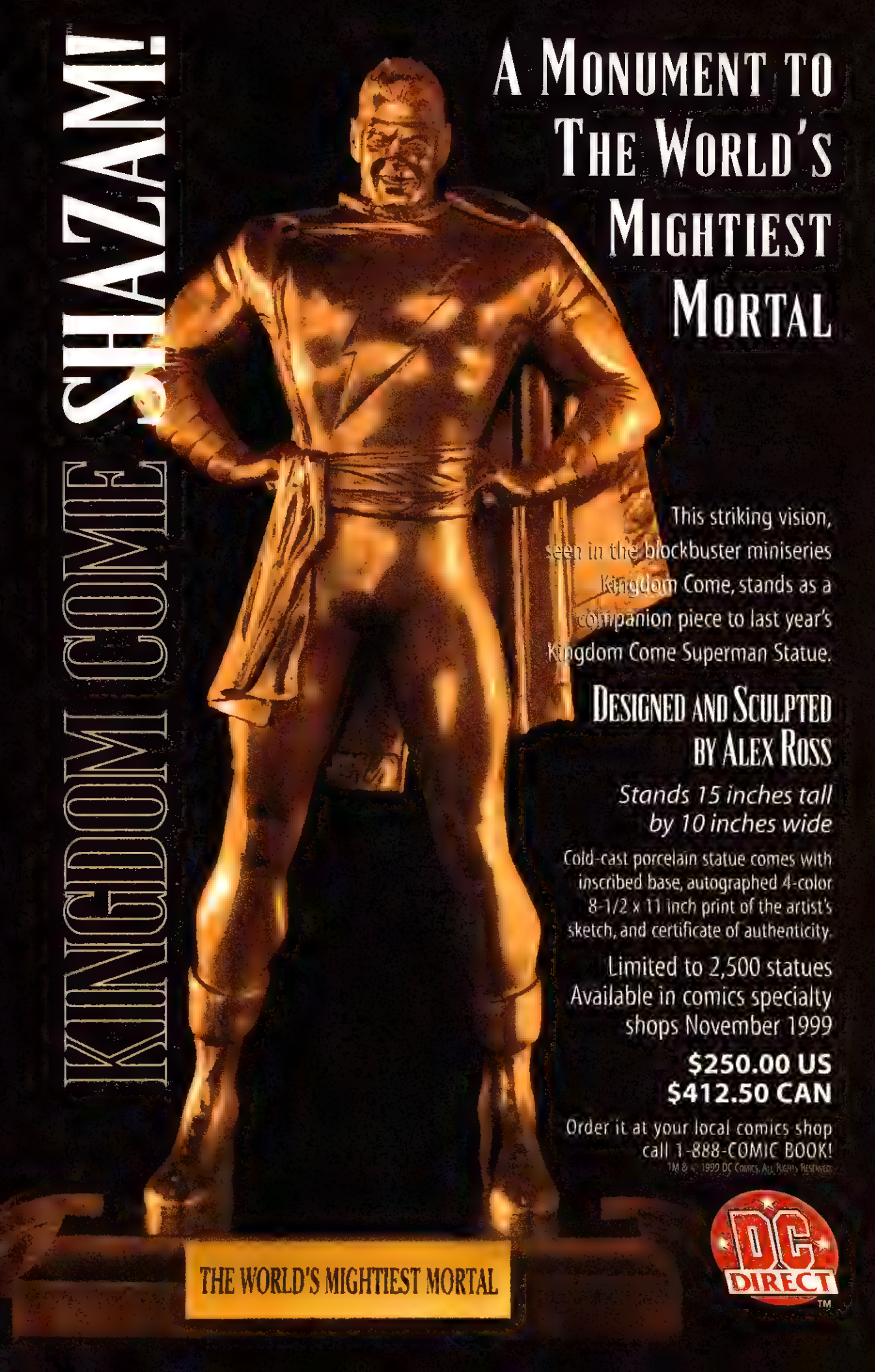
AND NOT A SINGLE ART LESSTHON. THSOMETIMESTH I IMPRESSTH MYTHSELF!
1
2
3
Heh heh heh!
GOODBYE BABY BROTHER, HELLO MICRO-THSOFT THSHARES!
POUNCE HERE
LOOK, SYLVESTER JR. JR.! FATHER SET UP A POUNCING PRACTICE FOR US!
HE'S SO THOUGHTFUL!
POUNCE HERE
YOU GO FIRST, YOU SEEM TO BE VERY GOOD AT JUMPING!
NOW NOTHING CAN THSTOP ME!
... EXCEPT THAT.

BASH!
...FATHER...?
KRONK!
...MOTHER...?!
YOU MEAN JR. JR.'S NOT MY BROTHER AFTER ALL?!
...
OH WELL, GAIN A MISSHAPEN YOUNGER BROTHER, LOSE A MISSHAPEN YOUNGER BROTHER!
THANKS FOR COMING AND PLAYING WITH ME. I'LL MISS YOU!
C'MON, THSON... LET YOUR DAD OUTTA THE CAGE, HUH?
CAUGHT IN YOUR OWN TRAP! A FATHER WHO CAN'T EVEN CATCH HIS OWN PRETEND SON...
OH, THE SHAME!
CITY ZOO
THAT'S ALL FOLKS!


KINGDOM COME SHAZAM!
A MONUMENT TO THE WORLD'S MIGHTIEST MORTAL
This striking vision, seen in the blockbuster miniseries Kingdom Come, stands as a companion piece to last year's Kingdom Come Superman Statue.
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Stands 15 inches tall by 10 inches wide
Cold-cast porcelain statue comes with inscribed base, autographed 4-color 8-1/2 x 11 inch print of the artist's sketch, and certificate of authenticity.
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THE WORLD'S MIGHTIEST MORTAL
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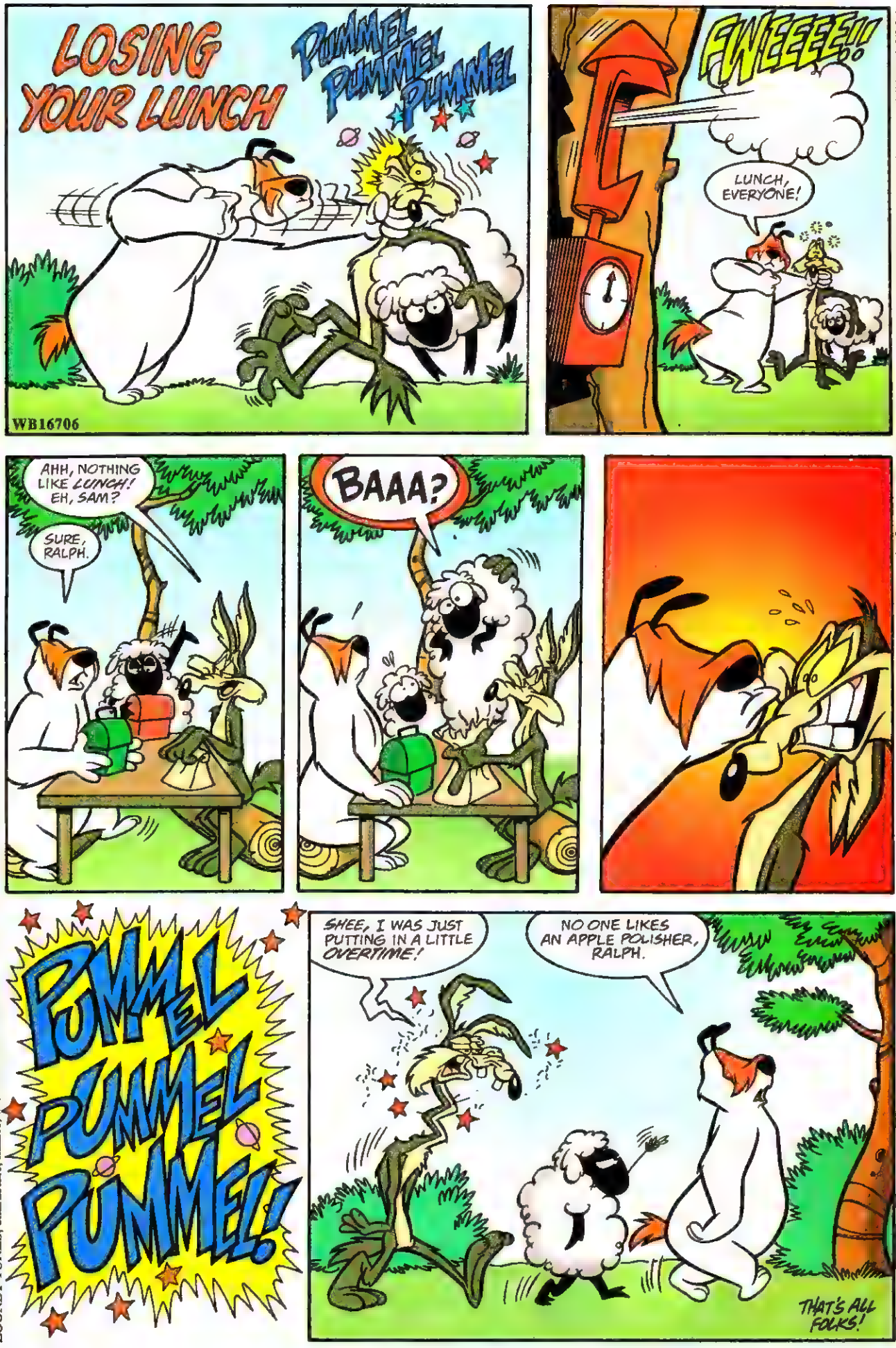

Writers: Carolan & Moore Pencils: Alvarez Inks: DeCarlo Letters: Costanza Colors: Tanguay Assists: Richards Edits: Kurtin

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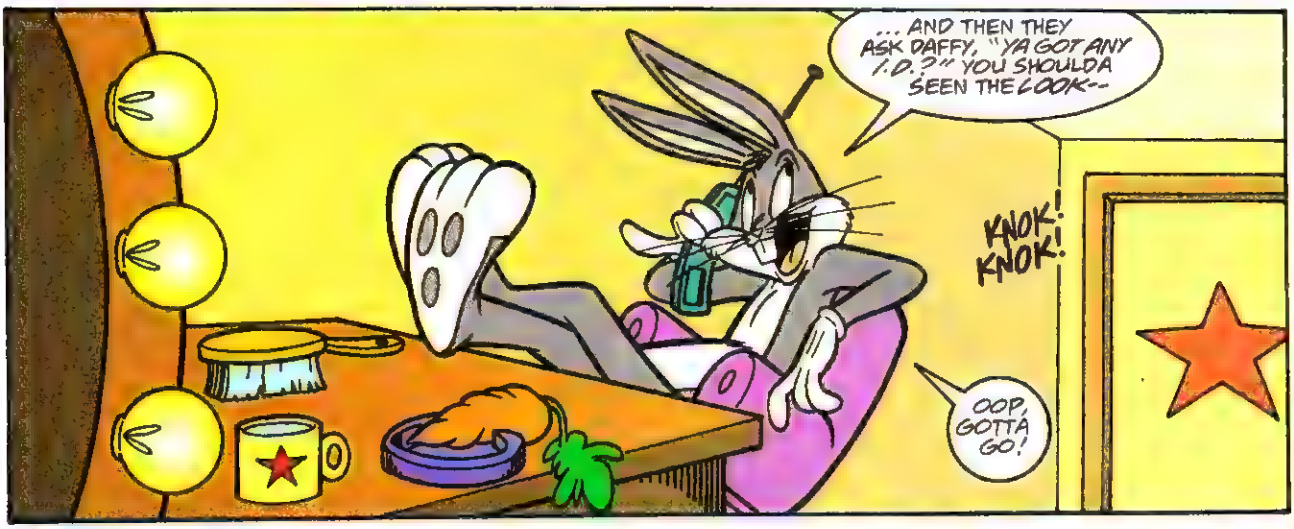
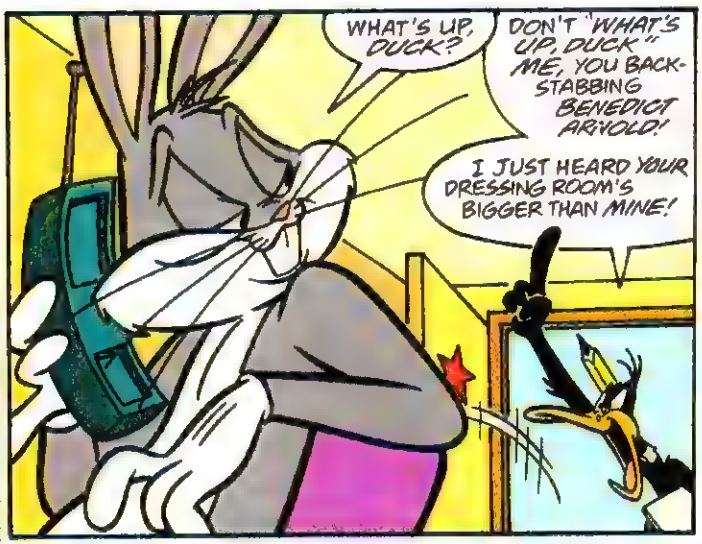
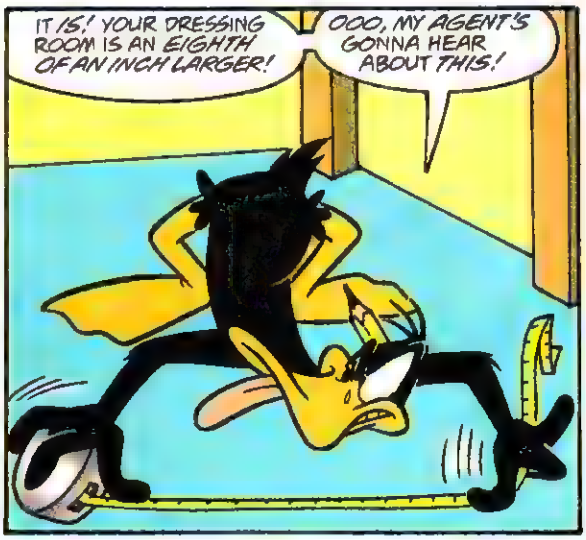
WB1602

A RIVAL Story

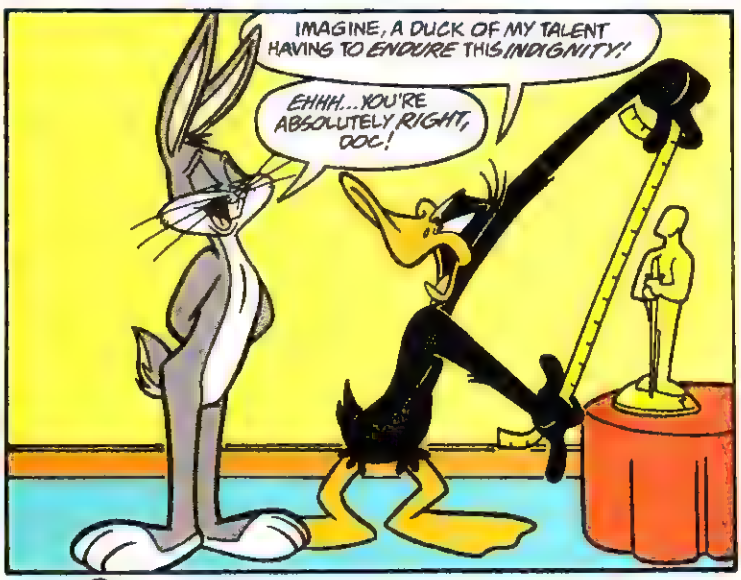
S. CAROLAN & J. MOORE
writers
DAVID ALVAREZ: pencils
MIKE DOCARLO: inks
JOHN COSTANZA: letters
DAVE TANGUAY: colors
HARVEY RICHARDS: assists
DANA KURTIN: edits







DID YOU HONESTLY THINK YOU'D GET AWAY WITH SUCH A HEINOUS AFFRONT?!
I'M HONESTLY AMAZED YOU CAN EVEN SAY "HEINOUS AFFRONT"!
STOP TRYING TO CHANGE THE SUBJECT!!



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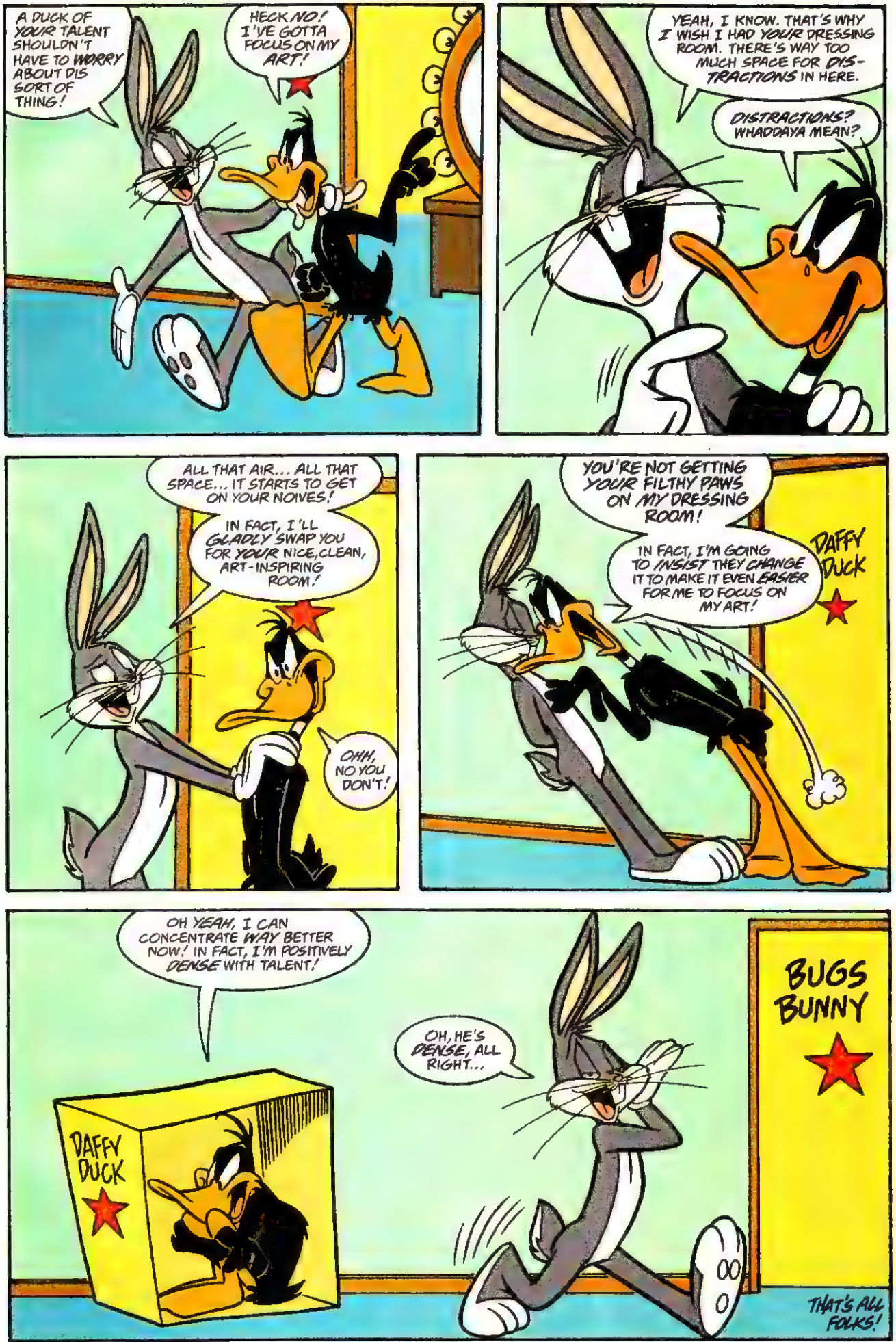
A DUCK OF YOUR TALENT SHOULDN'T HAVE TO WORRY ABOUT DIS SORT OF THING!
HECK NO! I'VE GOTTA FOCUS ON MY ART!
YEAH, I KNOW. THAT'S WHY I WISH I HAD YOUR DRESSING ROOM. THERE'S WAY TOO MUCH SPACE FOR DIS-TRACTIONS IN HERE.
DISTRACTIONS? WHADDAYA MEAN?
ALL THAT AIR... ALL THAT SPACE... IT STARTS TO GET ON YOUR NOIVES!
IN FACT, I'LL GLADLY SWAP YOU FOR YOUR NICE, CLEAN, ART-INSPIRING ROOM!
OHH, NO YOU DON'T!
YOU'RE NOT GETTING YOUR FILTHY PAWS ON MY DRESSING ROOM!
IN FACT, I'M GOING TO INSIST THEY CHANGE IT TO MAKE IT EVEN EASIER FOR ME TO FOCUS ON MY ART!
DAFFY DUCK
OH YEAH, I CAN CONCENTRATE WAY BETTER NOW! IN FACT, I'M POSITIVELY DENSE WITH TALENT!
OH, HE'S DENSE, ALL RIGHT...
DAFFY DUCK
BUGS BUNNY
THAT'S ALL FOLKS!

HI, AND WELCOME TO ANOTHER "MOVIE MINUTE"! I'M LEONARD MOLTEN...
MOVIE MINUTE
ME TAZ.
TONIGHT, WE'LL BE REVIEWING "ARMAGEDDON OUTTA HERE"--
--STARRING BRUCE KILLUS, LIV TAYLOR AND BENNY FLECK.
TAZ LIKE DANCING CANDY AD.
I FELT THIS WAS A CLOYING, MELO-DRAMATIC STAB AT AN "EVENT" MOVIE WITH PAPER-THIN CHARACTERS AND AN EVEN THINNER PLOT. SPEAKING AS A FILMATIC EXPERT GENIUS, I HATED IT.
TAZ FEEL LIV BOTH RADIANT AND POIGNANT AS EMBODIMENT OF FRAILTY OF LIFE! TAZ LIKE! TAZ CRY! TAZ CALL MOM AFTER MOVIE!
DID WE WATCH THE SAME MOVIE?!? THAT OVER-LIPPED GANGLY WAIF WAS TERRIBLE!
NO SPEAK BAD ABOUT FUTURE MRS. TAZ!
CHOP!
AND THAT'S IT FOR THIS WEEK. NEXT WEEK, WE'LL BE REVIEWING "MEET JOE'S BACK."
TAZ LIKING ALREADY!; Belch!; BYE BYE!
THAT'S ALL FOLKS!

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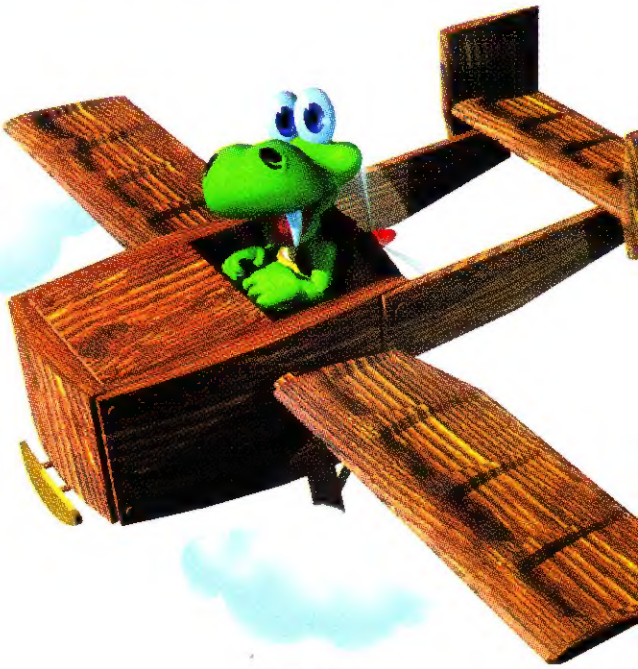
MORE ADVENTURE THAN MOST SUMMER VACATIONS!



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Croc races into action in a go-kart, hang glider, speedboat, mine cart and a hot air balloon!

Croc hurries along pathways, and scurries below them.

Croc picks up and throws objects to discover hidden clues!

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ARGONAUT

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